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Volume One, Number One

SUPER NES BUYERS GUIDE

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SUPER NES BUYER'S GUIDE

APRIL/MAY 1992 Vol. 2, No. 2

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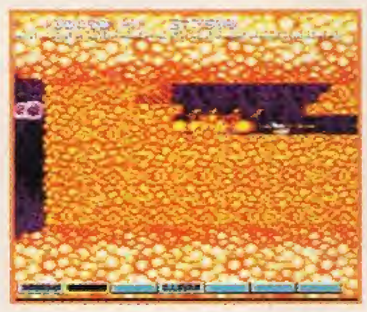

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FEEDBACK

This is the section in which you get to give us compliments, complaints, gripes, questions, rumors and opinions. If the editor likes your letter enough, he may even print them right here in the mag! Send all letters to: Feedback: Letters to the Editor, Sendai Publications, 1920 Highland Ave., Suite 222, Lombard, IL 60148. Due to the high volume of letters received, we are sorry that individual letters will not be answered. Keep sending in those letters; we love to get 'em.

S-NES CD-ROM...WHEN?

There has been a lot of talk in all of your magazines about the new Genesis CD-ROM. Well, I have the Super Nintendo and I am not happy that Sega is pulling ahead . What have you heard about a CD-ROM from Nintendo for the Super NES?

Scott Geddard
Houston, TX

Awesome! With Nintendo bringing out a CD-ROM for only $200, Sega might as well give it up. Do you have any new specs, information or game names for this Genesis-killer? Will it have a speed-up board in the system cartridge? Can it do rotation and scaling better than the Mode 7? Will Mario 5 be the game included with the CD-ROM?

Ted Crawford
Philadelphia, PA

You guys always have the first information. With Sega now coming out with different operating system chips for its CD-ROM, will Nintendo do the same thing? I hope not because I really would like to play some of the Japanese games.

Mike Van Ewyk
Saginaw, MI

(Ed. Nintendo really dropped a bomb on Sega's plans when they released the information on their new CD-ROM at the Winter Consumer Electronics Show. With CD-ROM specifications quite similar to Sega's, but at a price considerably cheaper, Nintendo has built up considerable anticipation among game players. Actually this was quite a shrewd move on their part. Knowing that hundreds of thousands of players were dumping the older 8-Bit NES for a better 16-Bit Genesis system, Nintendo decided to show its players that whatever Sega could do, Nintendo could do better and cheaper! Now, with super softs like Street Fighter 2, Zelda 3, Turtles 4 and Super Battletoads, and a CD-ROM due out at the end of the year, many players are quite content to get the Super NES and wait till Christmas for the CD-ROM.

Our sources have indicated that Nintendo will probably bring back the old "security chip" device to lock-out the non-U.S. CD-ROM games. It appears that Nintendo will install the security chip inside their CD-ROM drive and all U.S. disc software will have a program encoded on them which will look for the security chip and only work when it finds the chip. With regards to additional speed-up boards in the system cartridge, there doesn't appear to be any current plans for such a device. Remember, Nintendo is creating a bare-bones system at this price and any additional circuitry would substantially increase the cost of the system.)

STREET FIGHTER 2 UPDATE...

My favorite game in the arcades is Street Fighter 2. Capcom must know by now that this would be a dynamite home cartridge. Are they planning on doing a conversion for the Super NES? Hopefully they have learned from Final Fight that this has to be a two player game! Will it be two player? Will all the moves be built in? How about the sounds, and will there be slow down? How about the six button controller?

Jason Kuster
Clinton, MS

Street Fighter 2 is coming to the Super NES in June!

(Ed. Wow, you sure have a lot of questions! You're not alone though as we have over a thousand letters similar to yours! This indeed is going to be one hot game! Most of your questions are going to be answered in our special 6-page strategy guide starting on page 28. One look at the photos will show you how good this conversion is going to be! All of the moves, animation, sounds and characters are nearly perfect! You won't be disappointed! Expect to pay about $80, and Capcom currently doesn't plan to bring out a special controller. That doesn't mean a third party joystick company won't do it though.)

WHERE IS...?

In your first issue, you showed a preview of Sim Earth by Imagineer. I have already blown through Sim City and I need something bigger to challenge me. Has Nintendo made any progress in translating and converting this super sequel to the Super NES? When will it come out?

Andrew Mills
Richmond, VA

(Ed. From what we were able to find out, Nintendo is not going to bring out this game. All is not lost, however, as the translation is complete and a U.S. third party company is very seriously considering doing it!)

WE HAVE ONE THING TO SAY ABOUT CONTRA® III FOR THE SUPER NES.™

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ZELDA 3...WHEN?

I bought the Super Nintendo for one main reason - to play Zelda 3. I am a Zelda fanatic! I have been playing the first two versions over and over for years! What I need to know from you is - when will the third game be coming out? Every month since last fall I have been calling Nintendo and, every month they would tell me it would be coming out the next month.They have been saying that for a half a year now. Do you know when it really is coming out?

Jason Layton
Faribault, MN

Zelda 3 is now scheduled to come out on May 1!

(Ed. The game has been finished for some time now. It came out in Japan last November and the text translation does not take that long to do. We believe them, this time, that the game is finally finished. They are saying that Zelda 3 will be in most stores by May 1, 1992.)

BASKETBALL SIM...

I really like basketball games and am still searching for the perfect simulation for the home systems. I read all of your publications and when I heard you say that Super NBA Basketball would be coming from Tecmo, I got very interested. Their other sports games have been outstanding and I trust that they would do a good job on a basketball cartridge. I quickly called the Nintendo Consumer Service line and they said that there was no plans for any basketball games from Tecmo. Can you explain? Is it really coming out?

Kenneth Ganbill
Suffolk, VA

(Ed. Have you tried calling Tecmo? Most of the time if you have a question about a certain company's game, it is best to call the company that makes the game. That way you will get the best information from the people who know the product. Hey, if Nintendo can't tell game players when its own games (Zelda 3) are coming out, can you expect them to be able to tell you about somebody else's games? Yes, Tecmo will be bringing out a basketball game endorsed by the NBA. It will be for the Super Nintendo, but, unfortunately, it isn't scheduled to come out until very late in 1992! We did get a peek at it at the Winter Consumer Electronics Show and we can say that it will be worth the wait!)

SMASH TV...TOO HARD

My friend and I are very good at Smash TV for the Super Nintendo. Every time we beat the game, we find out that we haven't obtained enough keys. We are told by the showgirls that we have to explore more rooms. We were wondering if you could put your game playing expertise to the test and make maps of all the levels, and which routes you need to take to get all the keys.

Zeb Wells
Littleton, CO

(Ed. Smash TV is indeed a very challenging game and, by the way, it is the personal favorite of our head honcho. That being the case, he was more than happy to map out this hot cart! Check out his super strategy starting on page 24!)

A GENESIS CONVERT...

I have been a Genesis player ever since the system came out. The games were truly spectacular and a lot of fun to play. Last year, my friend got a Super Nintendo and he now has 15 games for it. Most recently, he bought the Japanese version of Contra 3 and that game was so good even I, a hard-core Genesis player, got hooked on the system. Now, I am over at his house more and more often. All I seem to hear about are the great Super Nintendo games like Street Fighter 2, Turtles 4 and Wings 2. Sega offers nothing new and I am tired of waiting for their next batch of games. I sold my Genesis, bought a Super NES and haven't regretted it for a moment. Can we see more of the great carts coming out for this Super system?

Will Hershley
San Francisco, CA

(Ed. It took a bit of time for the programmers to learn how to make good games for this system, but now, with most of the slow-down and flicker taken care of in the new carts (check out Smash TV for some of the most intense action ever seen in a video game), the next batch of games (this fall) will really blow your mind!)

SUPER SCOPE...GOOD OR BAD?

I have been seeing ads for Nintendo's Super Scope. Have you tried it and is it worth the $60. What type of games are planned for the future? I don't want to buy something that will end up dead in the water.

Charles Lask
Spokane, WA

(Ed. We have mixed reactions about the Super Scope here at the magazine. Some players consider it okay, as Nintendo has taken the light gun concept and refined it into a whole new type of product. Ed, on the other hand, considers it to be a complete waste of money. He suggests that you consider Nintendo's track record at creating, and then supporting their own accessories. Nintendo didn't support R.O.B. (remember the robot); did very little to keep the light gun alive (what was their last gun game?); and quickly stopped making carts for the power pad - all Nintendo products. Was Nintendo there to help the Power Glove, the U-Force or Konami's Lazer Scope - no. How long will it be before they dump the Super Scope? While it is too early to tell for sure, all the consumer can do is to pay your money and take your chances.)

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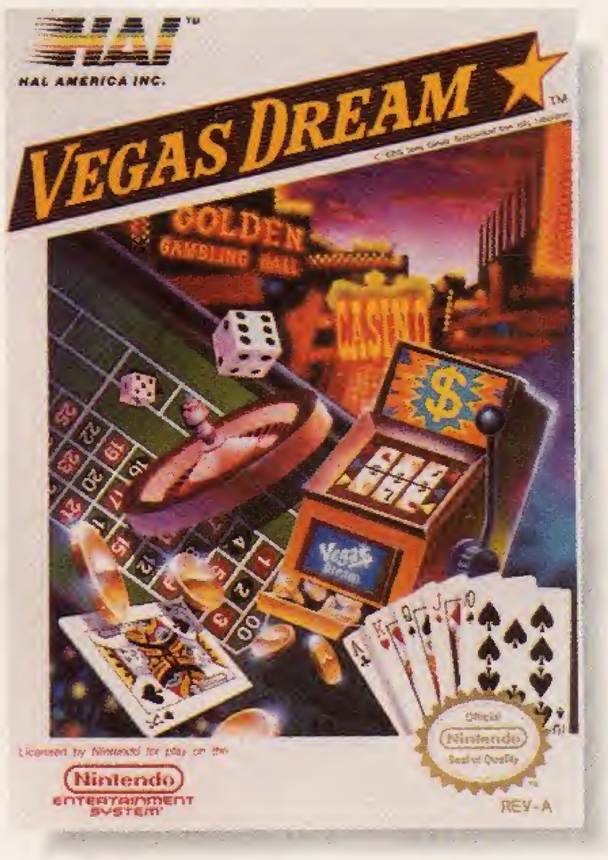

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SUPER NES HI-TECH

NINTENDO RELEASES DETAILS ON S-NES CD-ROM...!

At the Winter Consumer Electronics Show, Nintendo quietly sent out a press release on its upcoming Super Nintendo CD-ROM drive. This announcement revealed, at least partially, what kind of unit Nintendo is planning on bringing out.

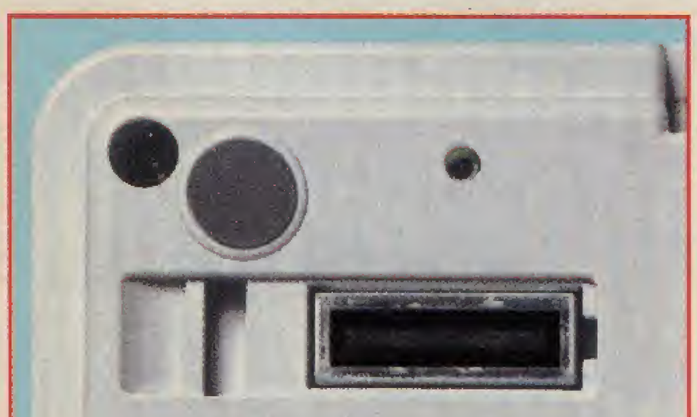
From the sketchy specifications, the Nintendo CD-ROM appears to be capable of doing many of the same tricks that Sega's Mega CD-ROM unit can do, all for a price that is almost half of what Sega's unit is selling for in Japan.

CO-PROCESSOR

Sega has gone to great extremes to include a state-of-the-art co-processor into their unit. This 16-Bit chip runs at a very fast 12.5 MHz and can also do biaxial scaling, rotation, zoom and fade. Full motion video has already been demonstrated. Nintendo does not give a lot of information about its co-processor other than the fact that it will allow full screen, full motion video. Whether it will run faster (it can't run any slower!) and help cure the problem of slow-down and flicker has not been revealed.

SYSTEM MEMORY

Sega's Mega CD-ROM comes with 6 Megabit of RAM. Nintendo claims that their unit will have 8 Megabit. While larger, this is mainly a numbers game as both can more than handle any type of game information.



The CD-ROM will connect to the Super Nintendo through the port on the bottom of the Super NES.

ACCESS TIME

Both systems are utilizing the fastest CD-ROM drives. Access speeds are virtually identical, but what Nintendo is not saying is how reliable their drive will be.

An artist's rendition of Nintendo's new Super Famicom /S-NES CD-ROM.

CD-I COMPATIBILITY

CD-I is rapidly becoming the CD standard for interactive video. Nintendo is working with Phillips in creating a special CD-ROM XA "bridge format" and this will allow the Super Nintendo CD games to play on the Phillips CD-I hardware (but not the other way around).

OTHER FEATURES

The Super NES CD-ROM will be the same size as the Super Nintendo game system (9.5" deep, 7.9" wide and 2.9" high). It will connect to the EXT. port on the bottom of the Super NES, and it will take on the stacked appearance as Sega's system/CD-ROM drive. With the units stacked on top of each other, the Nintendo CD-ROM will not have a lower price "flip-up" cover as found on the NEC CD-ROM. The access door will be motor driven, like Sega's unit. Like the NEC CD-ROM, the Nintendo unit will require a System Cartridge which contains the RAM, ROM and their graphics co-processor. This System cartridge will plug into the cartridge slot on the S-NES.

PRICE

The biggest surprise is the price. Nintendo claims that their CD-ROM unit and System Cartridge will cost only $200. The Sega CD-ROM is currently selling for $380 in Japan.

LOCK-OUT CHIPS

Want to play Japanese games? Good luck! Sega has gone on record in stating that the operating system chip in the U.S. CD-ROM will not play non-U.S. games. Sources inside Nintendo say that the S-NES CD-ROM will have a security chip built inside the U.S. units. The CD games will then be encoded with a program which will only playback on CD-ROM drives with the security chip in them. No word yet as to whether the Japanese discs will have the same encoded program.

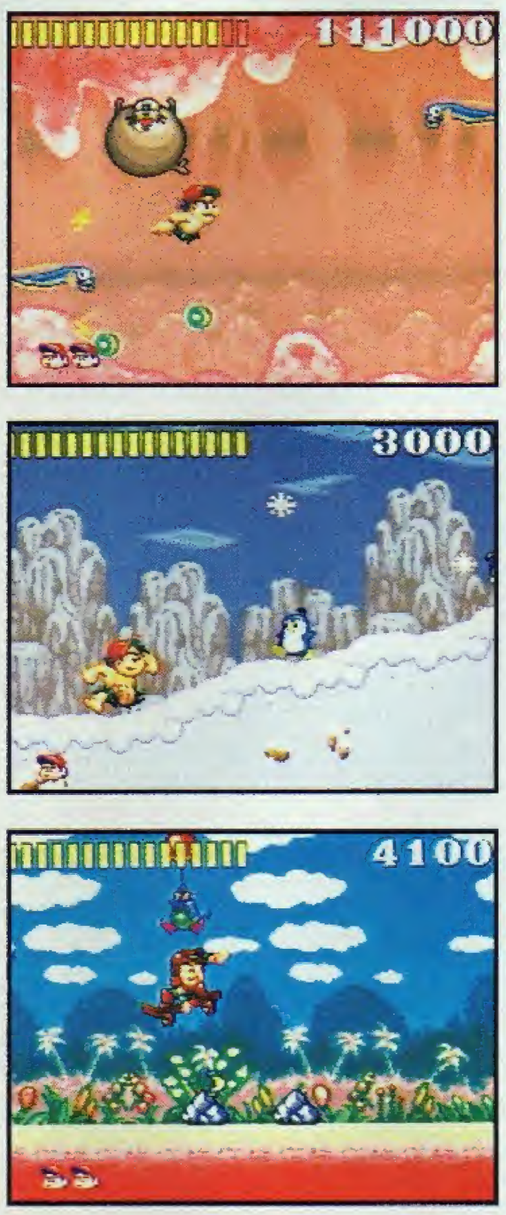
AVAILABILITY

Sega will have their CD-ROM ready in Sept. '92, Nintendo in January '93.

CD-ROM SPECIFICATIONS:

Spec.	Nintendo	Sega
Memory-RAM	8 MBit	6 MBit
Sub-memory	1 MBit	1 MBit
System ROM	2 MBit	1 MBit
Access Time(Min)	0.75 Sec.	0.8 Sec
Access Time(Max)	1.30 Sec.	1.4 Sec
Co-processor	Yes	Yes
Scaling,Rotation	Unspecified	Yes
Motion Video	Yes	Yes
CD-I Compatible	Yes	No
Cost	$200	$380(Japan)
Available	Jan. '93	Sept. '92

The Master of Adventure!



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FUTURE PLAY

NEW SOFT NEWS

Now that the Winter CES is over, we start heading into the traditional summer "slump." It is this time when new softs are few and far between and gamers start to get anxious for the carts which are still 3 to 6 months away. There are plenty of surprises in store for this Christmas and we will keep you on top of everything that is being worked on. Here is the latest update:

Absolute is working on Amazing Tennis; Acclaim has Roger Clemens Baseball; Activision is developing Shanghai 2; ASC has Super Power Punch 3; Asmik is doing Air Diver 2; Atlas has Widget; Culture Brain is developing Golden Fighter, Golden Empire and Super Ninja Boy; Data East is doing Mutant Fighter; DTMC is working on a version of California Games 2.

Electronic Arts is developing NHL Hockey; FCI's newest RPG is AD&D: Curse of the Azure Bonds; Gametek is doing The Humans; Hi-Tech has The Hunt for Red October and Tom and Jerry; Hot-B is creating a remake of The Black Bass; Irem is introducing Casino; Jaleco will bring out Super Goal; Konami has Batman in the works; LJN has NBA 2.

MicroProse is doing Super Strike Eagle and Railroad Tycoon; Mindscape is offering Wing Commander; Ocean has Radio Flyer. Seika is working on Terra Forming for the SNES CD-ROM; Seta has Nosferatu; Spectrum Holobyte takes to the skies with Falcon 3.0 and Star Trek: The Next Generation; Square presents Final Fantasy 3 and a prequel entitled Final Fantasy 0.

Sunsoft has Batman-Return of the Joker, Blaster Master 2, Looney Tunes and Tasmania; Tecmo is doing Super NBA Basketball; THQ has Family Dog, Rap Quest, Road Riot, Robosaurus, Swamp Thing and Flash; Triffix has Dream T.V.; and Virgin is presenting Spot 2.

KONAMI OF JAPAN		
AXELAY		
CART SIZE	**THEME**	**AVAILABLE**
8 MEG	**SHOOTER**	**JAPAN-FUTURE**

Konami has a history of producing some of the most intense shooters available for any home system! Now Konami introduces Axelay for the Super Famicom!

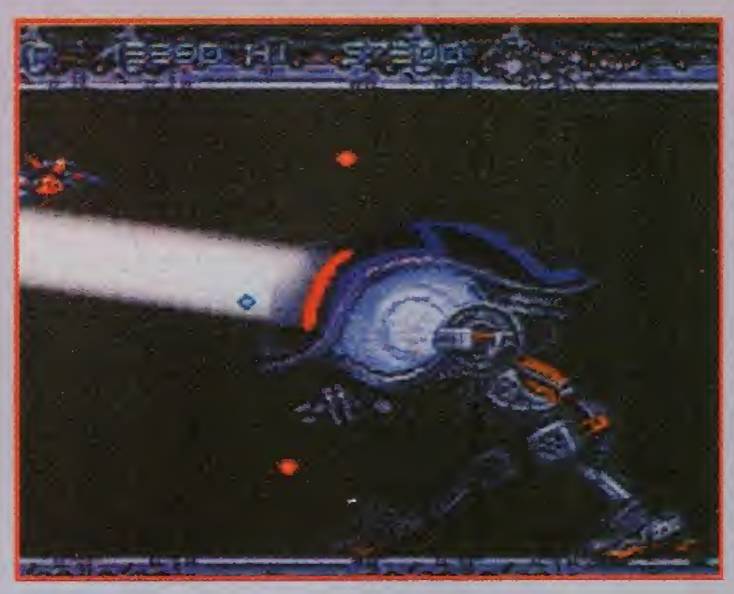
Axelay uses many of the tried and true methods of shooters, but improves on them with fantastic abilities built into the Super Famicom!

For instance, there are 3-D levels where the clouds and ground scale towards you with perfect detail!

The advanced fighter, code named Orius GL, has the most advanced weaponry available to wipe out the advancing alien forces! The power-ups available to the Orius are among the best and most powerful ever seen!

Stage 1 is the first level to contain one of the fantastic 3-D modes! Pilot the Orius GL above the clouds to blast away the first wave of attacking fighters. Then prepare yourself for an attack by a ruthless mechanical spider. Dodge its web shot and aim for the eye to destroy it once and for all!

In Stage 2, you fight within the enemy's first fortress! Here you not only have to watch for the attacking fighters, but you also must dodge the obstacles within the base. The boss comes attacking with its mega beam blazing! Aim for the lower body to put it away forever!



Look for more on Axelay in future issues of SNBG!

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TAKARA CO. OF JAPAN
CYBER FORMULA GPX

CART SIZE	THEME	AVAILABLE
8 MEG	RACING	JAPAN-MARCH

Cyber Formula GPX is the latest entry by Takara for the Super Famicom!

Cyber Formula is set in a futuristic time period where you must race to survive! Only you and your choice of eight advanced racing machines can hope to survive this racing tour-de-force! In addition, you can choose

from four different tracks to test your skills. After you complete a series of races, you have the choice to either dispose of your old racer for a new one, or you can use your winning cash to 'hop-up' your existing racer and take on the best!

However, not every racetrack is

the same. Sometimes you have to race in mud, snow, ice, and even gravel!

CULTURE BRAIN OF JAPAN
FLYING WARRIOR

CART SIZE	THEME	AVAILABLE
12 MEG	FIGHTING	JAPAN-APRIL

Culture Brain's Flying Warrior is a 12-Meg wonder! It may seem to be just another fighting game, but you can also participate in an RPG mode

for players who are not up to par with fast action fighting!

Flying Warrior is almost like two games in one! In the first, the warrior fights his old enemy, and there is a story to it. In the other mode, up to eight players can battle. Although the action is slow, animation mode

allows you to enter a command like an RPG and fight. On the other hand, you can change to the fighting mode, where you play just by hitting the buttons rapidly!

Flying Warrior will be released at the end of April for the Super Famicom, so keep your eye out for it!

PONY CANYON OF JAPAN
ULTIMA VI

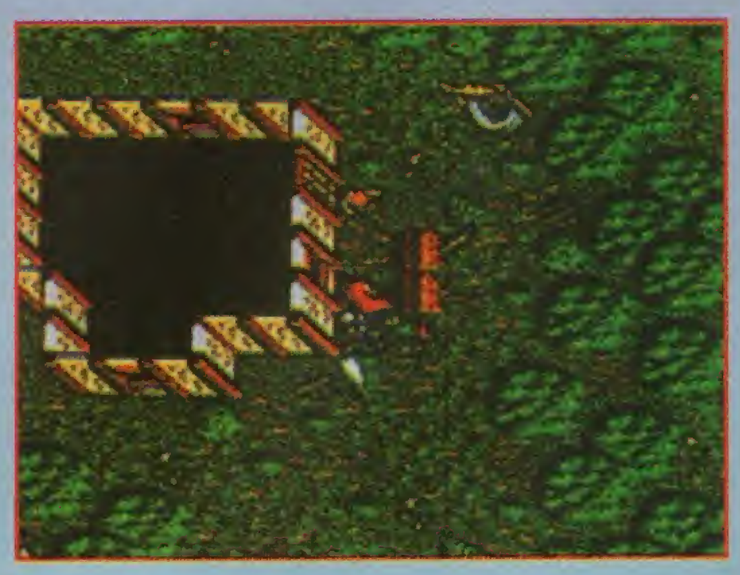
CART SIZE	THEME	AVAILABLE
8 MEG	RPG	JAPAN-MAY

The Ultima series of role playing games has been well known to computer gamers for quite some time. However, now Pony Canyon has brought out an exciting version Ultima VI for owners of the Super Famicom!

You play a brave adventurer

named Avatar. Avatar has been called back to Brittania to rid the eight Sacred Shrines of a group of evil Gargoyles!

You can bring up to three other companions with you on your journey. Your quest will take you exploring through many strange worlds.



Ask the townspeople for advice, but beware! Some will just lead you right into the jaws of a trap!

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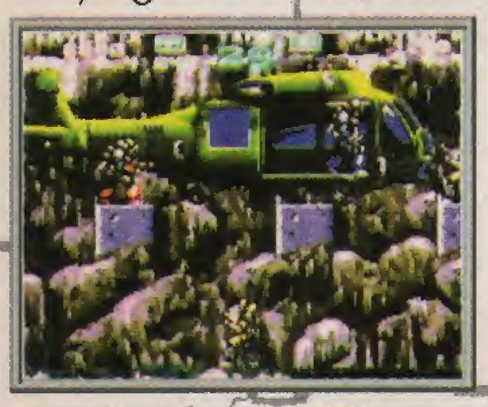

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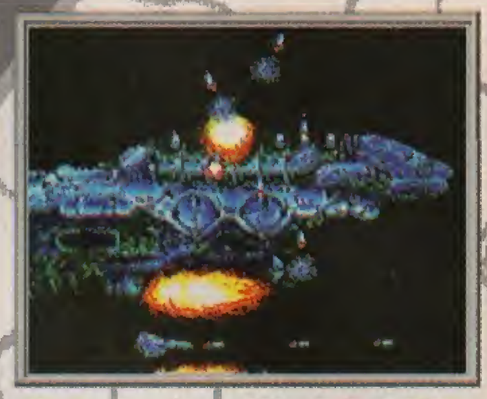

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VIRGIN GAMES
MAGIC JOHNSON'S SUPER SLAM DUNK

CART SIZE	THEME	AVAILABLE
4 MEG	SPORTS	JUNE

Virgin Games is releasing Magic Johnson's Super Slam Dunk in commemoration against one of the NBA's best!

In the options mode, you can choose from an exhibition game or go straight to the playoffs. Choose

from 28 teams including an all star team!

The court is viewed in half-court style, but when you reach the end court, it rotates around so you can view the other half! There are even

new ways to pass the ball by pressing different combinations of buttons!

Magic Johnson's Super Slam Dunk has enough action and and fun to please any basketball fan!

TAITO OF JAPAN
HAT TRICK HERO

CART SIZE	THEME	AVAILABLE
4 MEG	SPORTS	JAPAN-MARCH

For all of you soccer fans out there,Taito offers the ultimate in soccer action! Hat Trick Hero has all of the action and intensity of playing a real game of soccer! There are over twenty teams to choose from, as well as a starting line up to place

them! Play in ten different countries competing for the World Cup! During play, you can stop the action for a brief conversation with the coach! He will give comments on your playing and provide tips to help you win!

If that is not enough, then make up your own league of computer players for your version of competition! Hat Trick Hero has the potential to be a hit here in America. Let us just hope that Taito decides to ship Hat Trick Hero to the States!

NAMCO OF JAPAN
SUPER FAMISTA

CART SIZE	THEME	AVAILABLE
8 MEG	SPORTS	JAPAN-MARCH

Namco has released another baseball game for the Super Famicom entitled Super Famista!

Super Famista contains names of the real teinas and players in Japanese professional baseball! The player statistics being used are those of

last year's pennant race in Japan! There is also an imaginary Namco team in the game, bringing the total number of teams to 26!

There is a choice of three popular stadiums to choose from three types

of field to play on! Your choices are dirt, grass or astroturf!

Super Famista may not make it here due to the extent of Japanese teams and stats, but Super Famista delivers some great baseball action!

DRAGONS & WIZARDS... OH MY!

Features:

- Brilliant, Breath-Taking 16-Bit Graphics And Animation
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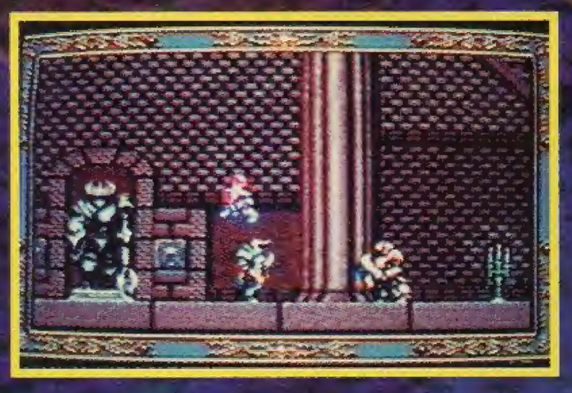

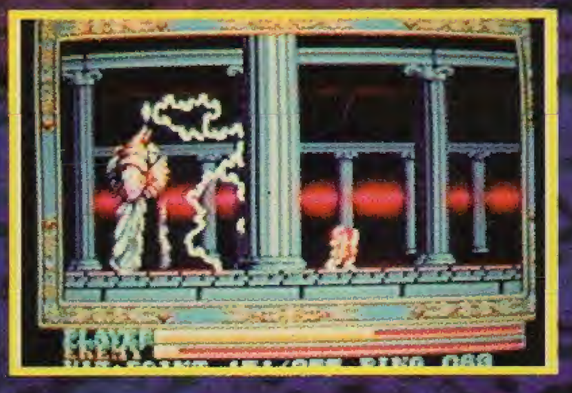

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Real players with hole-by-hole tips. Real courses like the TPC's® at Sawgrass and Avenel. 3-D greens you can read like an open book. A whole arsenal of special shots like chips, punches, and fringe putts. Even random pin placement.

You think any other game has the PGA TOUR stamp of approval? Get real.

EASN reaches new heights with its exclusive Ball-Cam—an on-ball camera delivering a ball's-eye view of your shot in flight.

Take a real course in golf. We used the original blueprints that built the TPC's at Sawgrass, Avenel, Eagle Trace, and the PGA West Stadium Course. Anything else is just amateur.

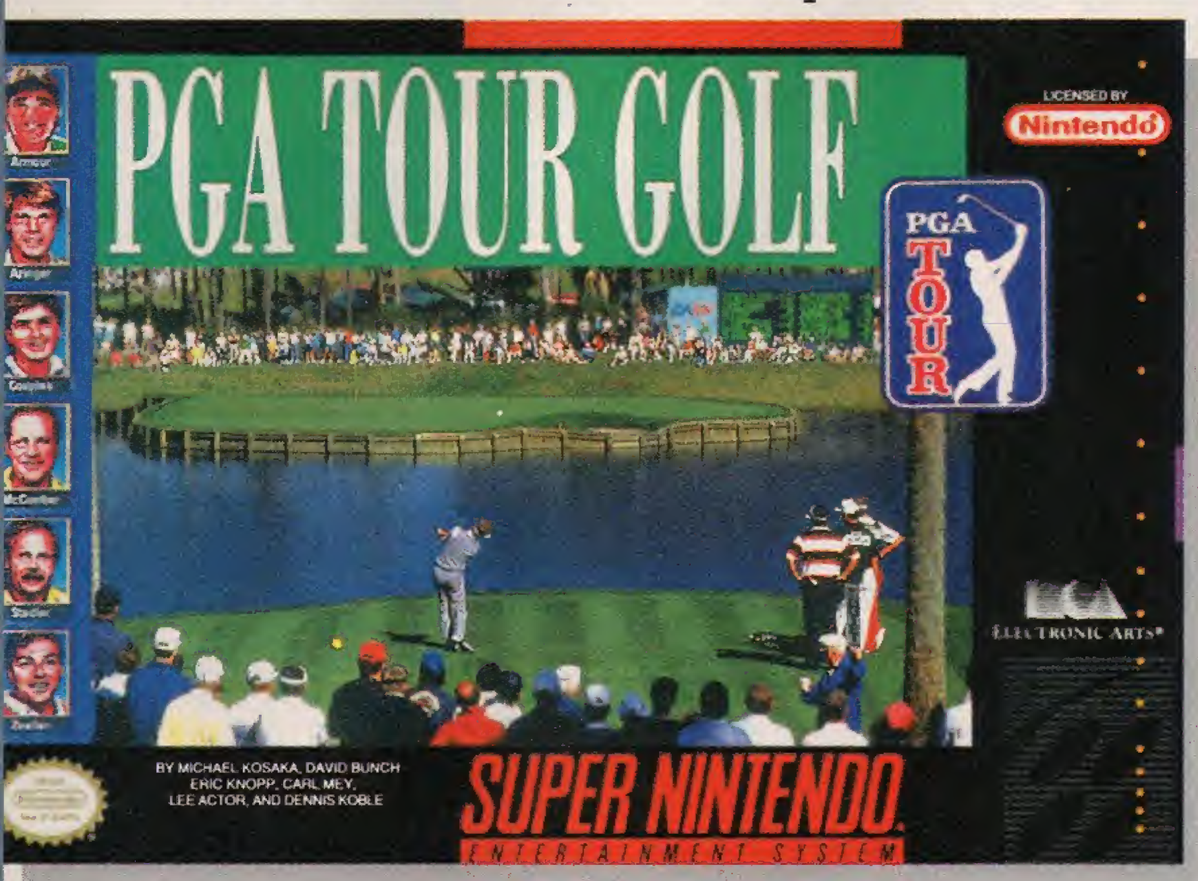
PGA TOUR Golf doesn't miss a trick. With balls that have backspin and forward roll. A 360° putting grid for reading every green. And four TOUR courses, each built from the ground up from original blueprints.

Of course, EASN™—the premier interactive sports network—is there to capture every swing. With the exclusive Ball-Cam™ for a ball's-eye view of your shot in flight. Mode 7 scaling for the slickest panorama of every hole. Instant replay. Plus an EASN team of sports-casters with tournament highlights and a tournament award ceremony. But no stupid hair-loss commercials.

If you run afoul of the fairways, you'll finish out of the money, and back on the driving range and practice greens. A battery backup saves everything—games, accumulated earnings, even PGA TOUR stats.

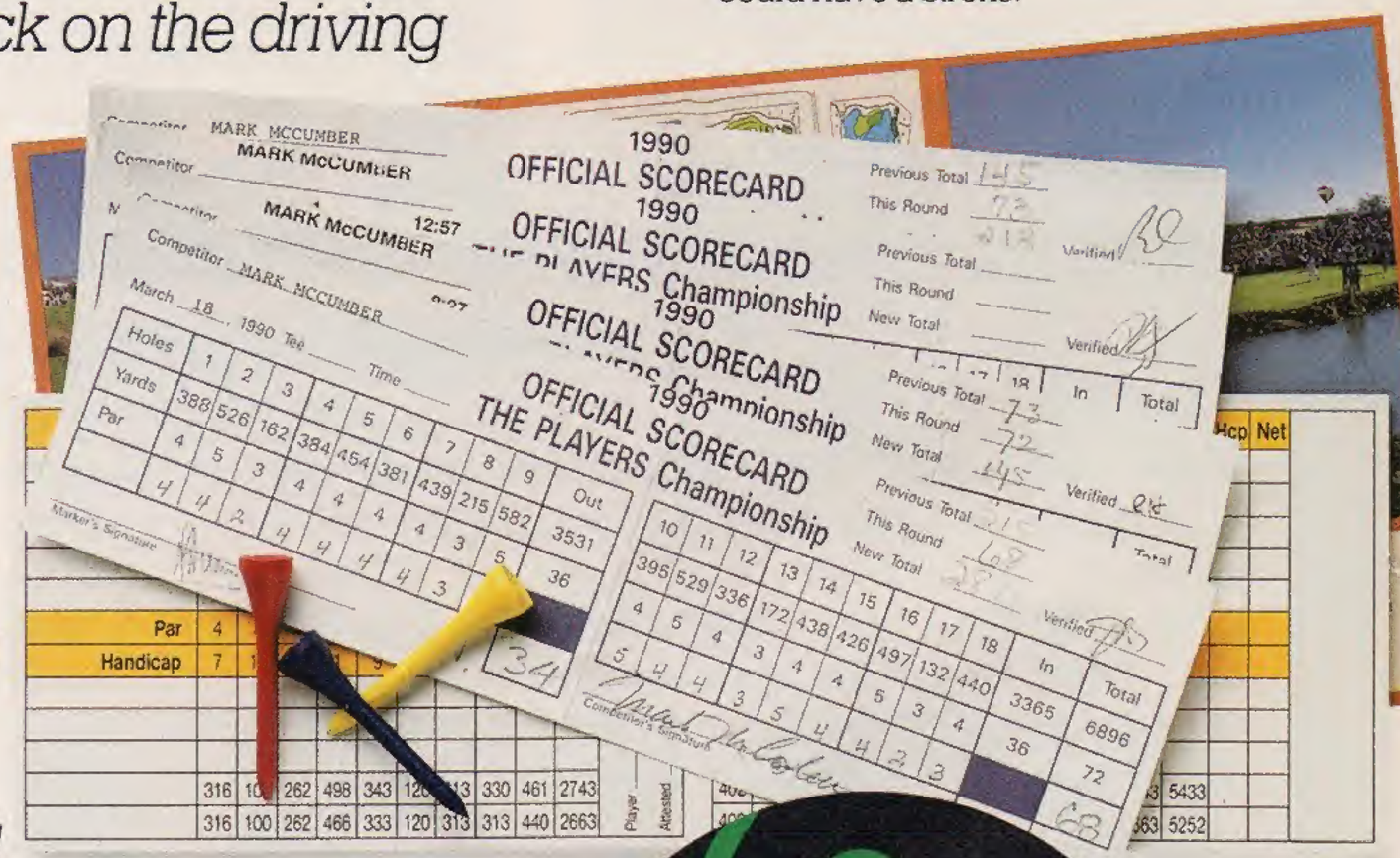
So why drive anything else when you can cruise the TOUR? Club your way to the top with PGA TOUR Golf from Electronic Arts.

Call 800-245-4525 anytime to order. Or visit your retailer. It's golf so real, you'll rush out and buy a cart.



With a 360° rotating putting grid you see every angle of the green. But if you don't read it correctly, watch out for the bogey man.

Trade shots with 60 top pros like Paul Azinger, Mark McCumber, Mark O'Meara, Fred Couples, Fuzzy Zoeller, and Craig Stadler. Ignore their advice and you could have a stroke.



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SUPER NINTENDO TRICKS OF THE TRADE

JOE & MAC

By Data East

Extra 1-Ups - Here is a method to get you four 1-Ups, instead of one, in the first bonus round of Joe & Mac. In the first round of the game, you can get a key from the pink bird that is found in an orange egg. Break the egg and the bird will fly you to a stage in which you can acquire power-ups and the key. Get the key and finish the level. Go on to the second round and complete the level. When you get to the first blue spot on the map, use the key to enter it by pressing A on the control pad. Once you are in this bonus round, you must catch all of the meat that is dropped from the sky. If you catch it all, a 1-Up will fall. Do not catch it, but let it fall to the ground. Once you do this, four 1-Ups will appear and you can collect them all!

Find and break the orange egg on the first level.

Get the key, finish the two levels and go to this spot.

Catch the meat and miss the first 1-Up to collect four more!

WANDERERS FROM Y'S

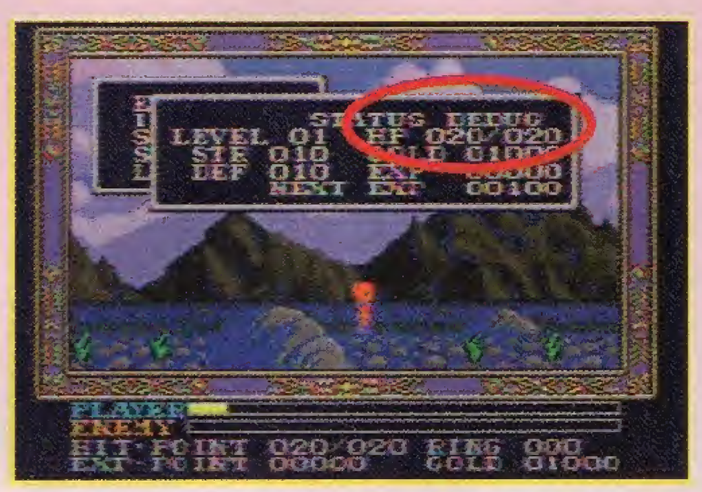
By American Sammy

Invincibility Code - Begin a game and press reset on your machine. When the American Sammy logo appears, use controller 2 and press UP, DOWN, UP, DOWN, SELECT and START before the logo fades out. When the continue screen comes up, select "continue" on controller 1 and go into any previously saved area. Press SELECT to display the options screen and then go to the status screen. When the status screen shows up, press START on controller 2. The word "debug" should appear next to status. When you continue your game, you will be invincible!

Wayne Byrd
Richmond, VA

After the logo, choose to continue on the title screen.

When the options screen appears, choose "STATUS."



Press START on controller 2 after the screen appears.

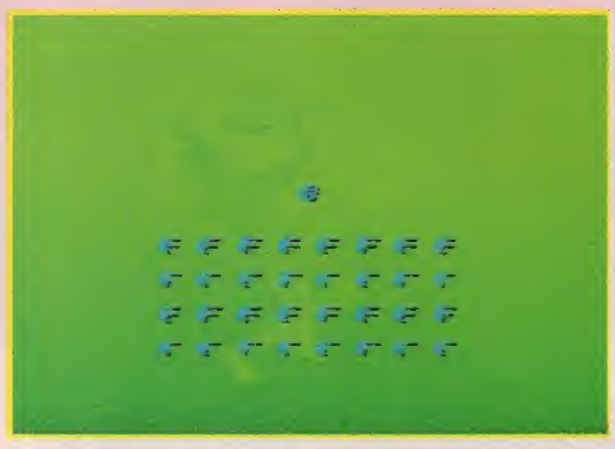
SUPER TENNIS

By Nintendo

Advanced Player - Start the game like normal, but when you begin, press SELECT on controller 1 before you serve. Now on controller 2, press these buttons in this order: R, R, LEFT, DOWN, B, A, L and L. You should then hear the crowd cheer. Back on controller 1, press A or B and you should see some numbers and letters on the screen. Change all of these numbers and letters to the letter F using the X and B buttons on controller 1. Press SELECT again on controller 1, and you will have a pro who is fast and very accurate!

Michael Lohgren
San Gabriel, CA

Press select before your first serve and then do the trick.



Change all of the mixed letters and numbers to "F."

You will end up with a pro who will be hard to beat!

SIM CITY

By Nintendo

Bonus Gift Trick - In the game Sim City, pick a land with plenty of water in it, but do not pick an island. Make sure you pick a land with the water near the middle. Now, create roads, find the middle of the land and make a cross with these roads all the way to the edge of the map of your land. Do not connect the cross in the middle of the water, or the trick will not work. Once you make a cross with these roads near a body of water, you will be able to build anywhere from two to five casinos or amusement parks!

Jason Hicks
West Valley City, VT

Choose a water filled map.

Select your gifts.

Make crossroads in the center.

Get many casinos or parks!

THUNDER SPIRITS

By Toshiba/EMI of Japan

Option Screen - This is an option mode trick for the intense shooter, Thunder Spirits! Hold the L button on top of the controller and the SELECT button at the same time. While holding these, press START and you will be brought to an option screen which will give you many features to improve your game.

Note: Trick works on Japanese version of game. American version may vary.

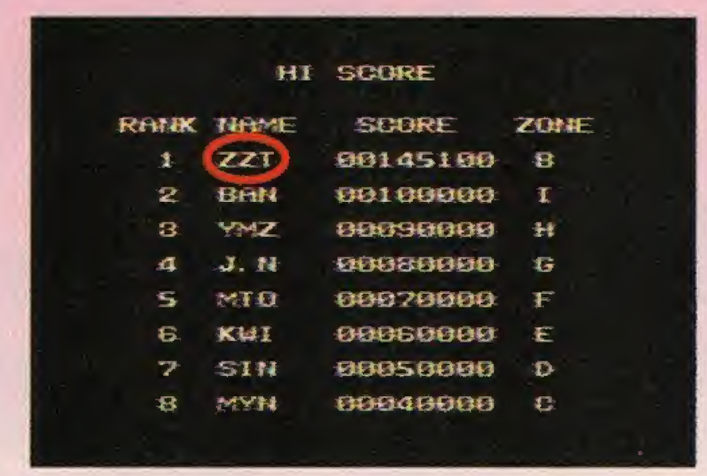
DARIUS TWIN

by Taito

No Enemy Demo - Play the game as normal and beat the high score of 100,000. Now get killed on purpose. In the high score table, enter your initials as ZZT. Wait for the demo and there will be no enemies on the screen when your ships appear!

Micah Strand
Maxwell AFB, AL

Get the high score in the game.



Enter your name as "ZZT"

See a demo with no enemies!

DARIUS TWIN

by Taito

Safe Spot - Now you can make it safely through the first level all the way up to the boss without getting hit! Simply maneuver your ship above the last three digits of your score and nothing will be able to hit you!

Move your ship above the score.

You will not be hit by ships until you get to the boss!

SUPER GHOULS 'N GHOSTS

by Capcom

Change the Music - Enter the option screen and use the level/music select trick printed in issue # 30 of EGM. Go to the sound select menu and look through D5 - EA. These are the music selections for the game. Select one of these music tracks and then select B5. When you press the button to hear it, the music will be changed from the normal instruments to drum beats. You can do this with any music in the sound select menu.

Adrian Norman
Las Vegas, NV

SUPER SMASH T.V.

by Acclaim

Life and Continue Increase - Go to the player/skill selection screen and push the control pad down to the level of skill. Now press and hold the L button. While holding the L button, press and hold the R button. With these held down, press UP on the control pad. You will hear "Bingo" and a screen should appear that will let you increase your lives and credits to continue!

Go past the title screen and on to the option screen.

Move down to the skill and do the trick.

Now you can set your lives and credits.

With this increase, you will be able to get further in the game!

WANDERERS FROM Y'S

by American Sammy

Sound Test - When you are in the game, press SELECT on controller1 to enter the command window. Next, press the SELECT button on controller2. This will bring up the sound select screen. Pressing UP, DOWN and button B will do different functions.

Derrick Arata
Kaneohe, HI

JOE & MAC

by Data East

Max Out Your Lives - In Joe & Mac there is a way to increase your number of lives. To do this, you must be in a level that has a 1-Up in it (not in a bonus stage) and once you finish that stage, go back in and find that 1-Up again. collect it and press START. This will pause the game. Now press select and you will be transported out of that level. Repeat this method to max out your lives. Some levels are easier to do this trick in than others.

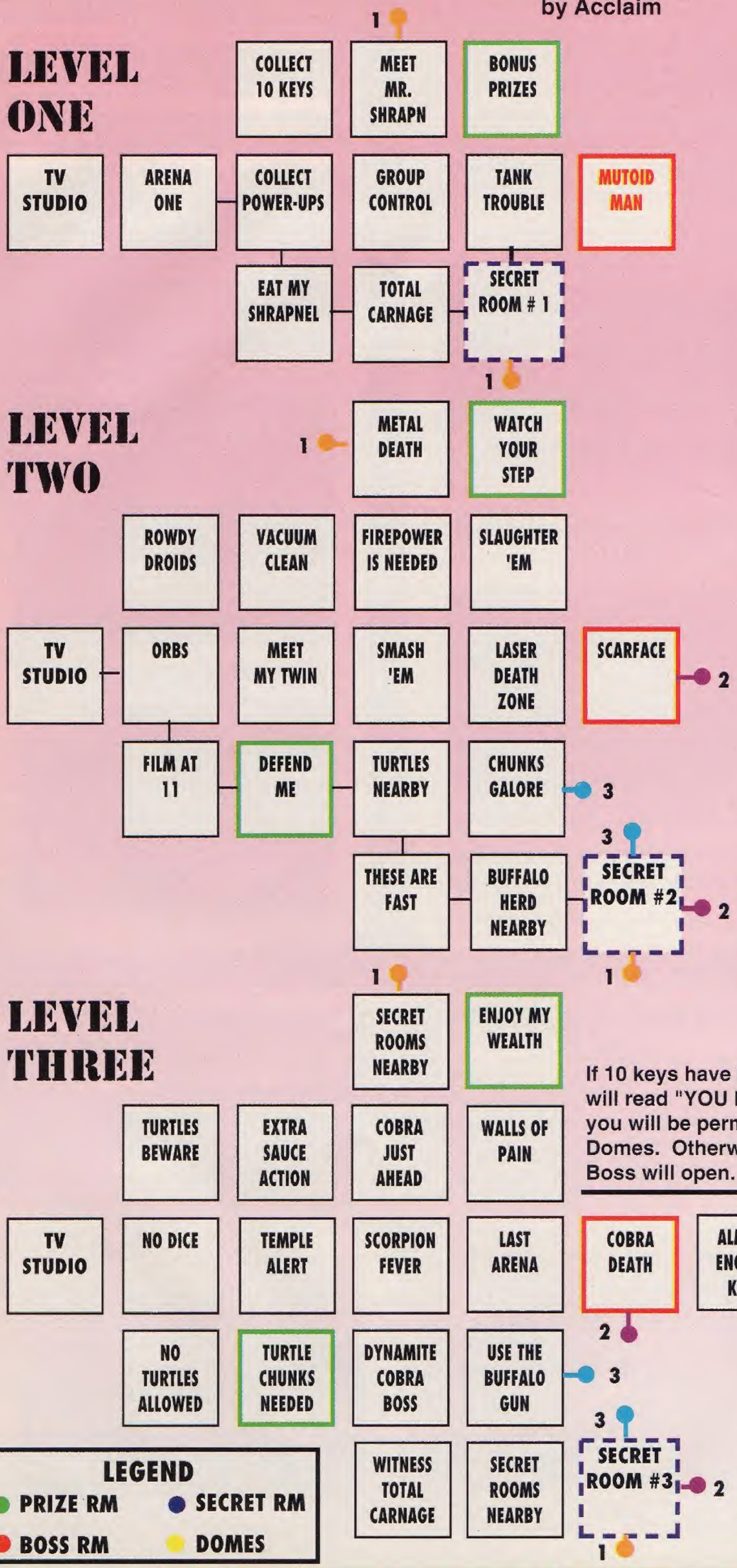
Go into a level that has a 1-Up.

Collect the 1-Up and exit.

Repeat this to max your lives.

SMASH T.V.

by Acclaim



Location of Secret Rooms and Special Speed-Up Mode - Long a mystery to fans of the arcade Smash TV, the locations and method of reaching both the secret rooms and hidden Pleasure Domes have been revealed in the Acclaim translation for the Super NES!

Using the maps to the left, plot your way through the carnage of Smash TV to reach the arenas directly left of the secret rooms as shown.

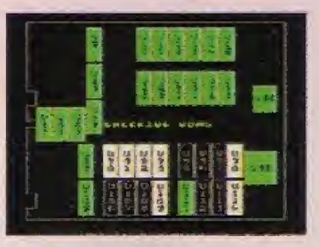
When the battles subside in the "Total Carnage", "Buffalo Herd Nearby" and "Secret Rooms Nearby" arenas, an exit will appear below the top door in the room. Instead of leaving through that exit, push against the right doorway and you will magically be transported into one of three secret rooms. From there you can plot a new course on the map or take a shortcut directly to the Boss of the level.

In each secret room, as well as in the Pleasure Domes (which can only be reached if you have 10 keys by the room marked "?" below) and after the evil M.C. is destroyed, a question mark will appear. If all five icons are collected the game will display a special ending and restart at twice the normal speed!

The secret room!

Happy, happy! Joy, Joy!

If 10 keys have been collected, the round will read "YOU HAVE ENOUGH KEYS" and you will be permitted into the Pleasure Domes. Otherwise, only the exit to the final Boss will open.



If you collect all five question marks, the Pleasure Domes will not appear! Instead, the game will "reprogram" itself and activate a special 33 MHz Turbo Mode to speed up the action!

FROM THE EDITORS OF ELECTRONIC GAMING MONTHLY...

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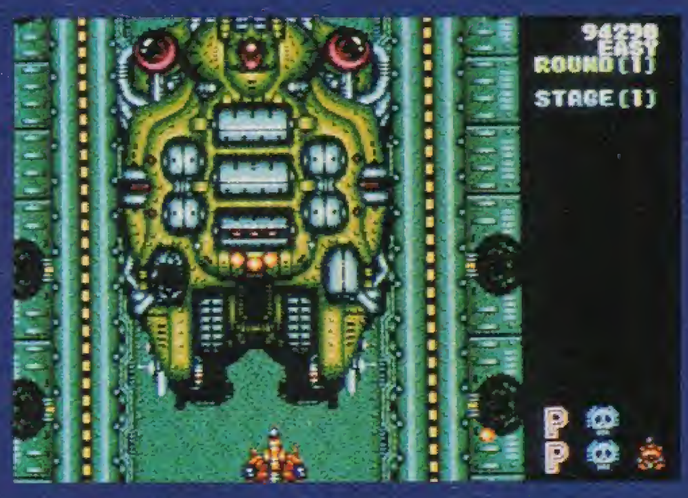
MEGA PLAY

The Ultimate ALL-SEGA Magazine!

Finally, a magazine made exclusively for owners of the Sega Master System and Sega Genesis! Introducing Mega Play, the first full-color publication with all the tips, tricks, reviews, and previews a Sega fan could ever want! Each quarterly issue of Mega Play is packed with behind the scenes info and photo-spreads of the latest 8-Bit and 16-Bit sensations. And since it's from the editors of EGM, you know Mega Play is a magazine you can trust! . To get the most out of your Sega system, you NEED Mega Play!



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* FIRST-LOOKS AND PREVIEWS OF NEW MASTER SYSTEM AND GENESIS GAMES!
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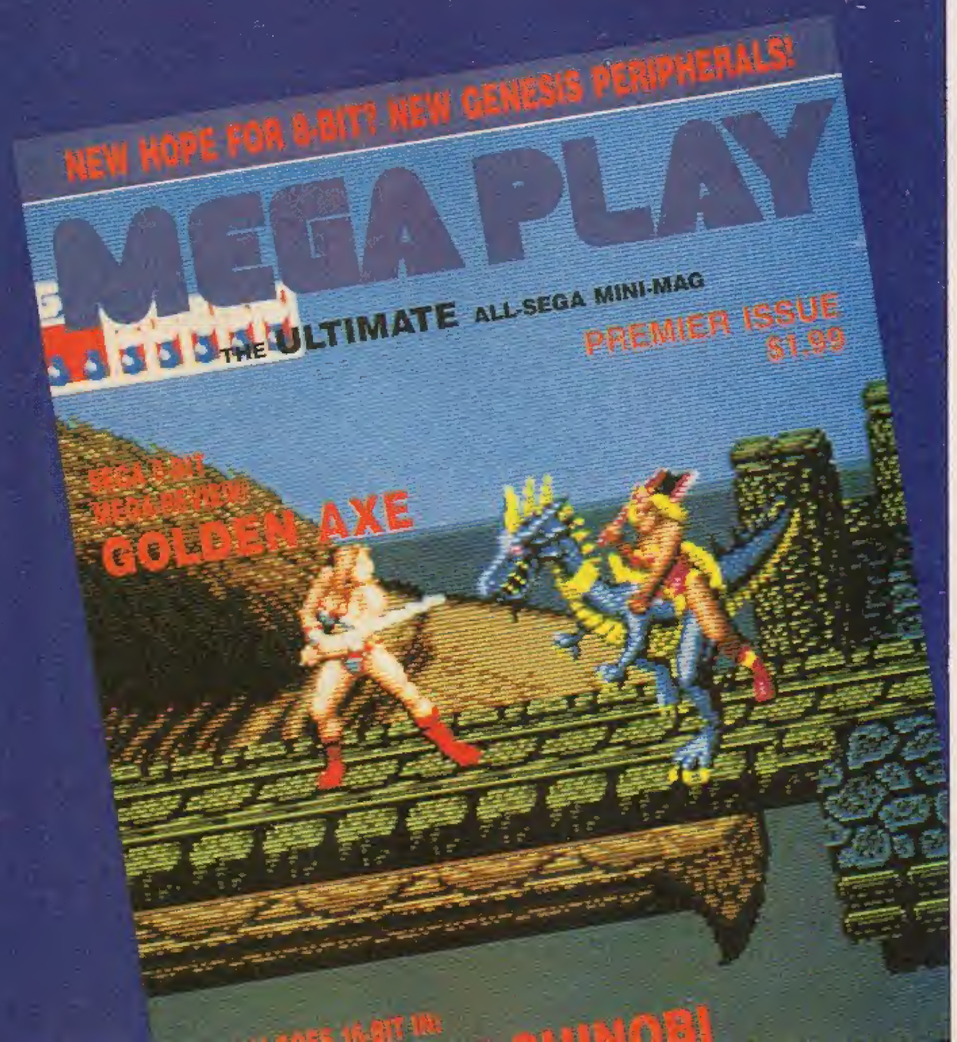

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ULTRA PLAY

SUPER NES STRATEGIES FOR WINNING BIG!

SUPER FILE		
MANUFACTURER	FORMAT	DIFFICULTY
CAPCOM	CARTRIDGE	HARD
AVAILABLE	MEGABITS	LEVELS
JUNE	16 MEG	12
THEME	PLAYERS	% COMPLETE
FIGHTING	1 OR 2	75%

SURVIVAL OF THE FITTEST...

Several years ago, a hot new fighting video game hit the coin-op scene. It was named Street Fighter. It developed so that two players could square off against the computer in quality one-on-one large character combat. Only Karate Champ from eons ago accomplished this feat. Recently, a new generation of World Warriors was born when Street Fighter II hit the arcades. An instant smash hit, Street Fighter II sent ripples of excitement through the gaming industry. Now, after all the hype and doubt, Street Fighter II is appearing on the Super NES as a 16-Meg monster with absolutely no slow-down and non-stop action. This is the game of the decade, unless Street Fighter II Champion appears on Super CD, we hope....

Each scene is loaded with fiery colors and crisp warping effects.

The same combos and strategies you use in the arcade work here!

Practice the art of blocking before you learn the important special techniques.

BLOCKING

Blocking is the key to survival in Street Fighter II. Even players who know all of the techniques and combos are helpless if they cannot block an oncoming attack. The key is to pull back when you want to block. If an attack is low, pull down and back. If an attack is high, just pull back. Better still, it may be a good idea to avoid being hit altogether. If necessary, jump away by pulling up and back. Certain characters can avoid an attack by counterattacking. Others had better sit back and wait for an opening to attack. Sometimes, a simple jump straight up will suffice; for instance, if your opponent throws a fireball your way, jumping up will let it pass harmlessly under you, where blocking would still deplete a little energy. Blocking techniques should be the first lesson of all new prospective World Warriors.

COUNTERATTACK

The soul may guide martial arts gurus, but they have had years of practice. Many characters in Street Fighter II have several counterattack techniques for you to learn. The ultimate counterattack, the Dragon Punch, is the best choice for aerial assaults. The Jackknife is nearly as effective. Sometimes a simple roundhouse kick or fierce punch will knock enemies out of the air. Keep a constant eye out for patterns, so that you can throw the appropriate counterattack, like Ryu's Dragon Punch against Blanka's Roll Attack (which removes fully one half of Blanka's energy). Be warned! The only counterattack to a Dragon Punch is to avoid being hit, then hit Ryu or Ken as they descend. Guile's Jackknife is countered by heel kicks, jump-kicks, and Dragon Punches. Dhalsim can counter attacks by sliding.

Learn to anticipate your enemy's attack so that you may counter it.

Mix up your attack to keep your foe off-guard for power moves.

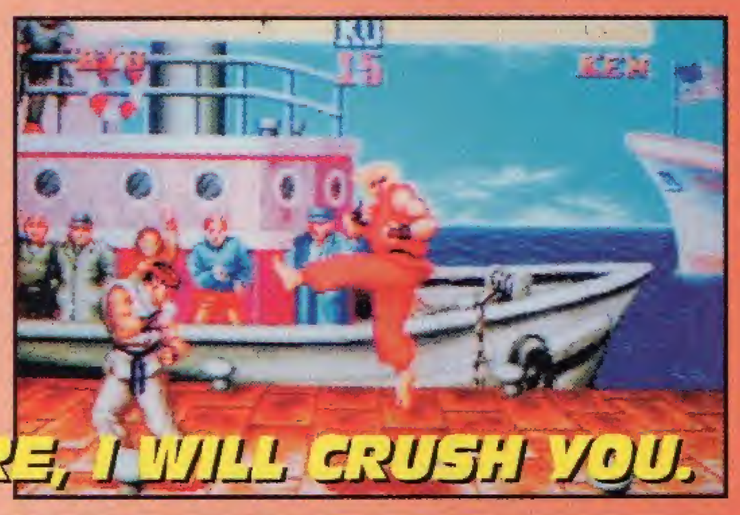
VARIETY COUNTS

The worst thing a World Warrior can do is start a pattern. Anyone who is any good at Street Fighter II will quickly recognize it and destroy you, if you try it. Combos are good only if your enemy does not know it is coming. If you continue the same attacks, like following your Sonic Boom as Guile, a good Ken or Ryu player will quickly Hurricane Kick you before you know what happened. If you find yourself getting wiped out when you used to be an awesome, then you have fallen into the pattern trap. An enemy who waits for you to attack must try to anticipate the proper counterattack. If you can mix up your attacks so that a character like Guile or Dhalsim cannot successfully counter each and every move, you will find yourself winning against the toughest gamers. Even a novice can be a pro this way.

KEN

Ken is well-known for his berserker rage. He wields the awesome Dragon Punch at every chance he gets, and he usually catches his opponents off-guard. His strength is also his weakness because his flurry of attacks can be easily countered by a calm, disciplined opponent. Ken will devastate anyone who attacks

Birth date:	February 14, 1965
Height:	5' 9.3"
Weight:	167.6 lbs
Sizes:	B45 W32 H34
Martial Art:	Shotokan Karate
Blood Type:	B
Likes:	spaghetti
Dislikes:	pickled plums
Power Move:	Dragon Punch



GUILE

Guile is a special forces agent who lost his best friend to M.Bison in the Vietnam War. His vicious Jackknife, a whipping somersault kick, will knock enemies out of the air with ease. His counterattacks are formidable, but his pressing attack is bad unless he follows a Sonic Boom. He seeks revenge on M.Bison.

Birth date:	December 23, 1960
Height:	5' 11.7"
Weight:	189.6 lbs
Sizes:	B49 W33 H35
Martial Art:	Special Forces
Blood Type:	O
Likes:	American coffee
Dislikes:	M.Bison
Power Move:	Jackknife

BLANKA

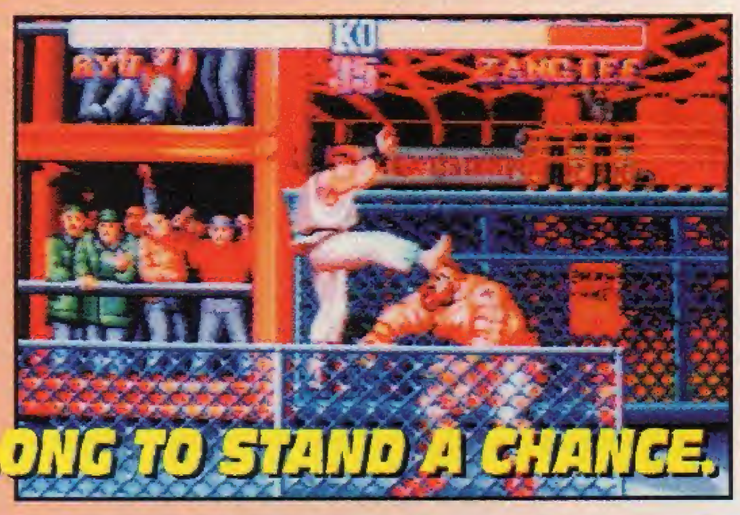
Blanka is the Brazilian mutant who was lost as an infant in a plane crash. He learned to propel his body into enemies at great force and great cost. Anyone who hits his Roll Attack will inflict double damage. His jump attacks are nearly unstoppable for anyone but Ken, Ryu and Guile. His arrogance is his undoing.

Birth date:	February 12, 1966
Height:	6' 3.6"
Weight:	216.1 lbs
Sizes:	B78 W47 H68
Martial Art:	Capoeira
Blood Type:	B
Likes:	Samantha
Dislikes:	army ants
Power Move:	Roll Attack

RYU

Birth date:	July 21, 1964
Height:	5' 8.9"
Weight:	149.9 lbs
Sizes:	B44 W32 H33
Martial Art:	Shotokan Karate
Blood Type:	O
Likes:	Competition
Dislikes:	Arachnids
Power Move:	Dragon Punch

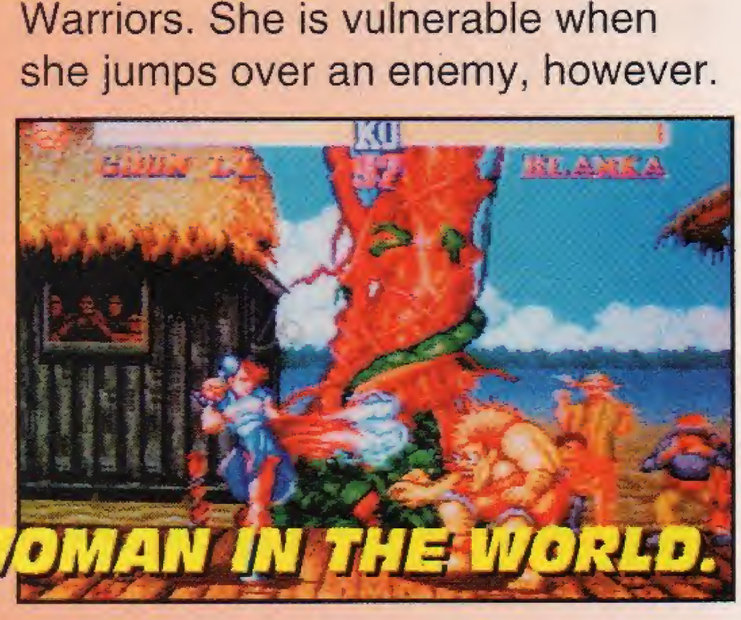
Ryu is a great martial arts master who uses his techniques with utmost accuracy. His Dragon Punch is supreme, even when matched with Ken. Ryu's only fault is that he relies on far too many attack patterns, and he becomes predictable. If he could incorporate a little of Ken's berserker rage, he would be unstoppable.



CHUN LI

Birth date:	March 1, 1968
Height:	5' 6.9"
Weight:	She'll never tell
Sizes:	B35 W23 H35
Martial Art:	Wushu
Blood Type:	A
Likes:	fruits, education
Dislikes:	M.Bison
Power Move:	Wind Kick

Chun Li witnessed the ruthless murder of her father at the hands of M.Bison when she was just a child. She trained hard to increase her speed and strength, and now she wields the best jump attacks and is faster than all of the 8 normal World Warriors. She is vulnerable when she jumps over an enemy, however.



DHALSIM

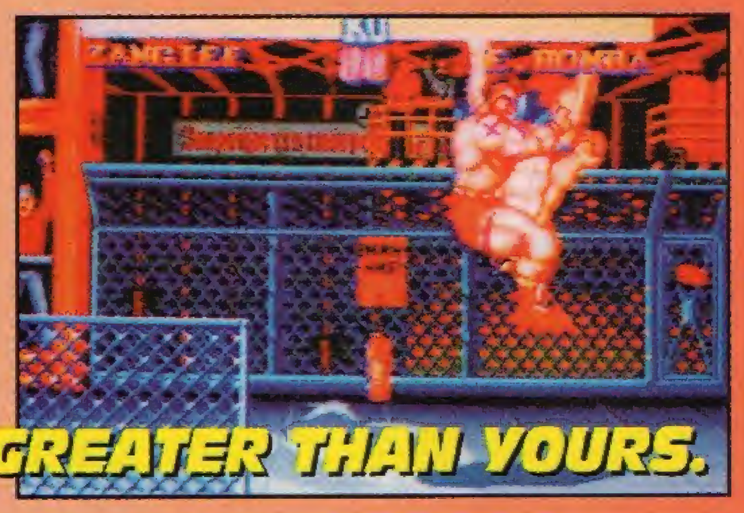
Birth date:	November 22, 1952
Height:	5' 9.3" (variable)
Weight:	105.8 lbs
Sizes:	B42 W18 H26
Martial Art:	Kabaddi
Blood Type:	O
Likes:	curry, meditation
Dislikes:	sweets
Power Move:	Yoga Nugie

The Yoga Master Dhalsim is the proud father of a newborn baby boy, and he wants make him proud. Dhalsim can stretch his limbs to three times their normal length and breath fire. He has impressive long range attacks, but if an enemy gets too close, he cannot defend very well. His throws are deadly.

ZANGIEF

Zangief is out to do his country proud. He spends his spare time wrestling grizzly bears, giving him great strength and scars to match. He has no projectile attack, but in close, he is unbeatable. His wrestling maneuvers are bone-crushing, but he is weak from afar. His Screwdriver is a bashing blow.

Birth date:	June 1, 1956
Height:	6' 11.1"
Weight:	253.5 lbs
Sizes:	B64 W50 H59
Martial Art:	Sambo
Blood Type:	A
Likes:	wrestling bears
Dislikes:	missile attacks
Power Move:	Screwdriver



BALROG

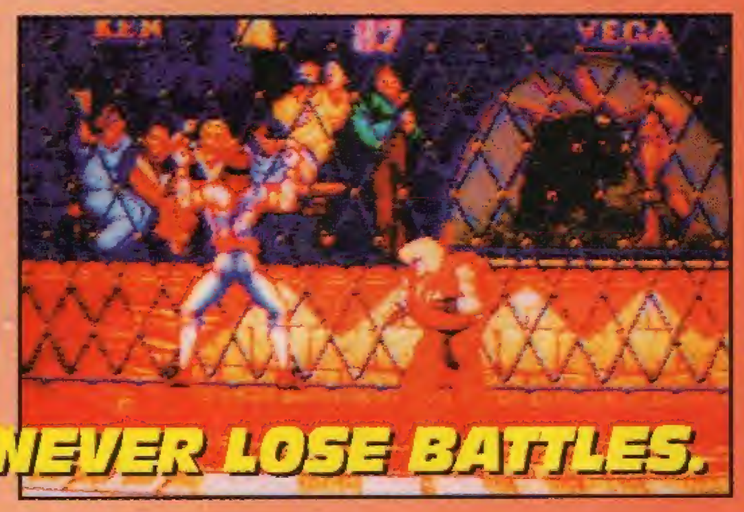
Balrog is a heavyweight boxing champion who lost his title to women and booze. He fights in the Las Vegas alleyways to prove his power. His strength is supreme, and his Super Backfist is his secret weapon and weakness. He is vulnerable to low attacks, and does not defend very well. His defense is his offense.

Birth date:	September 4, 1968
Height:	6' 6.0"
Weight:	224.8 lbs
Sizes:	B47 W35 H39
Martial Art:	Boxing
Blood Type:	A
Likes:	women, bourbon
Dislikes:	math, effort
Power Move:	Super Backfist

VEGA

Vega is the master of speed. His jump kick can knock most enemies off of their feet, and he always seems to land on his feet, just like a cat. He seems to take after this pet panther in not only his attacks, but his attitude. He is extremely susceptible to attack when he does a wall-jump. His vanity is his downfall.

Birth date:	January 27, 1967
Height:	6' 1.2"
Weight:	158.7 lbs
Sizes:	B48 W29 H33
Martial Art:	Bull FIghting
Blood Type:	O
Likes:	beauty, himself
Dislikes:	ugly things
Power Move:	Swan Dive



E.HONDA

Birth date:	November 3, 1960
Height:	6' 0.8"
Weight:	302.0 lbs
Sizes:	B83 W71 H83
Martial Art:	Sumo Wrestling
Blood Type:	A
Likes:	bathing, discipline
Dislikes:	indecisiveness
Power Move:	Lightning Hands

E.Honda is Japan's number one Sumo wrestler. He has amazing speed, even for his large, bulky size. His Lightning Hands are world-renown, as well as his crushing Sumo holds. E.Honda is, however, slower than the other World Warriors, so he does not find it easy getting inside his range to strike.

SAGAT

Birth date:	July 2, 1955
Height:	7' 5.0"
Weight:	172.0 lbs
Sizes:	B51 W34 H37
Martial Art:	Muay Thai
Blood Type:	B
Likes:	strong opponents
Dislikes:	dragon punch, Ryu
Power Move:	Tiger Uppercut

Sagat has a bone to pick with Ryu. A few years ago, Ryu burned a scar in Sagat's chest with the mighty Dragon Punch. Now, he wants to get even with his version, the Tiger Uppercut. It is powerful, but Ken and Ryu can overcome it with the Dragon Punch. If Sagat gets hit on the way down, he is history.

M.BISON

Birth date:	April 17, 19??
Height:	5' 11.7"
Weight:	176.4 lbs
Sizes:	B51 W33 H36
Martial Art:	Ler Drit
Blood Type:	A
Likes:	world conquest
Dislikes:	incompetence
Power Move:	Flaming Torpedo

M.Bison is the embodiment of evil and oppression, and he wants to demonstrate his awesome psychic powers in the Street Fighter Tournament. His flaming torpedo is deadly unless he gets hit. M.Bison also has the best attacking combos that can dizzy an opponent in no time. He hates projectile attacks.

BANDAI

ULTRA

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- Dymanic action
- Monstrous creatures

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AMAN

Gigantic and treacherous aliens are invading Earth. They are destroying our cities and leaving chaos around the planet. There is only one hero powerful enough to eradicate these creatures...ULTRAMAN!! Part human, part super being, he's got what it takes to eliminate the evil aliens once and for all. Ultraman uses his special weapons along with martial arts, wrestling, and street brawling skills to fight off each attacking monster.

ULTRA PLAY

SUPER NES STRATEGIES FOR WINNING BIG!

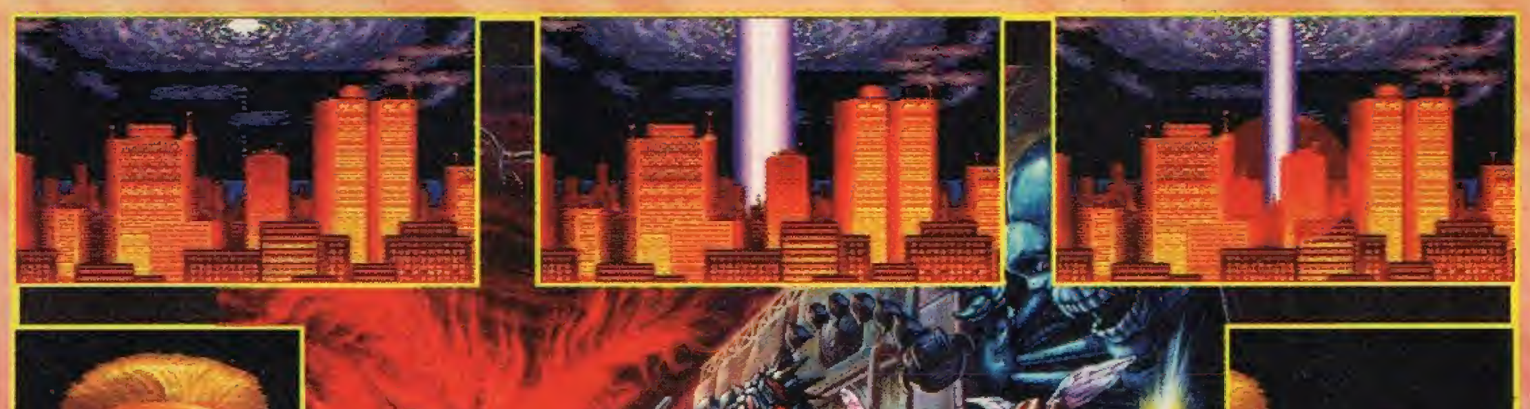
SUPER FILE		
MANUFACTURER	FORMAT	DIFFICULTY
KONAMI	CARTRIDGE	MODERATE
AVAILABLE	MEGABITS	LEVELS
JUNE	8 MEG	6
THEME	PLAYERS	% COMPLETE
ACTION	1 OR 2	100

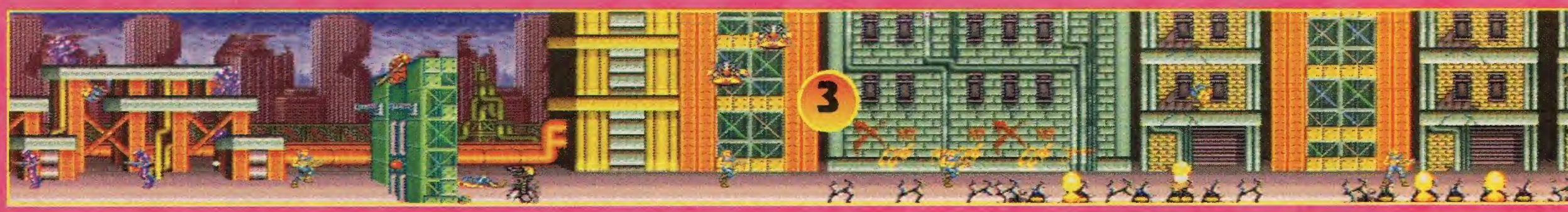
CONTRA III

THE ALIEN WARS

DESTROY THE VILE RED FALCON!

It is the year 2636 and the earth has been invaded by a hostile alien life form known as the Red Falcon. Unfortunately this is not their first visit to our humble home planet. Fortunately there are two brave soldiers that are ready to fight off the Red Falcon organization. These two warriors are descendants of Mad Dog and Scorpion, the heroic contras that destroyed the Red Falcon in previous invasions. Contra 3: The Alien Wars is a shooting masterpiece. We've blown this great cart all out just for you! Check out these killer strategies and awesome full color maps. Get ready to play like a Super NES pro and win big!





SURVIVE THE WAR BY COLLECTING VALUABLE POWER-UP WEAPONS!

STANDARD ISSUE RIFLE

WEAPON STATS: POWER, SPEED, RAPID

SPREAD GUN

WEAPON STATS: POWER, SPEED, RAPID

BOMBS

LASER CANNON

WEAPON STATS: POWER, SPEED, RAPID

HOMING MISSILES

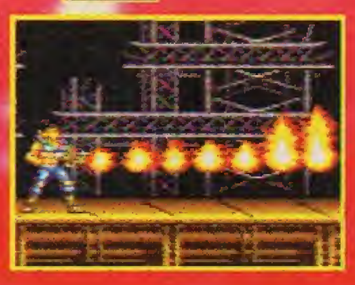
WEAPON STATS: POWER, SPEED, RAPID

BARRIER

CRUSHER WEAPON

WEAPON STATS: POWER, SPEED, RAPID

FLAME THROWER



WEAPON STATS: POWER, SPEED, RAPID

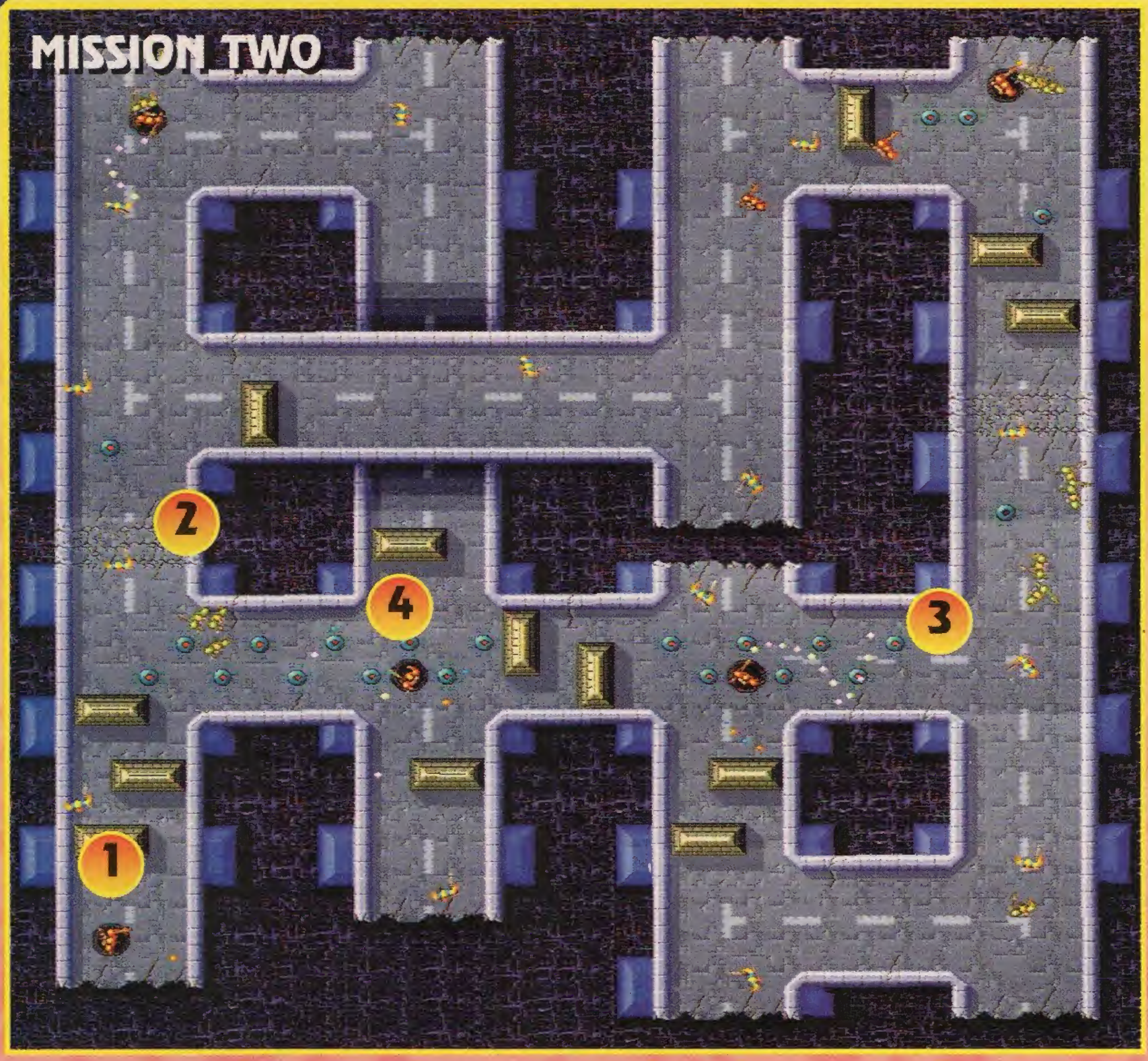
Here is a breakdown on the various weapons that you can pick up in the game. Each weapon has been rated with in three different categories. First is how powerful the weapon in relation to how much damage it causes the enemy. Second is the speed at which the shots travel and how fast can can change direction of fire. Finally the repetition of the shots is shown so you can see how fast it repeats.

MISSION ONE: THE STREETS OF NEO CITY

1. Watch out for the dogs when playing on normal or hard.
2. Hop into the tank and plow through the enemies. Use it to destroy the wall.
3. Be sure to get the Barrier so you can run through the flames.
4. When this tank comes out, stay all the way to the left and shoot. It should be destroyed in no time.
5. While crossing over this pit of lava, be sure to shoot downward.
6. If you have trouble crossing you can destroy the fireballs and cross safely.

BOSS ONE

This oversized turtle is a push-over. If you have crusher or lasers than just get in close and blast away. Use a bomb for faster results.



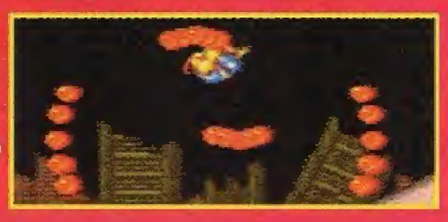
MISSION TWO: MARIA CALDERON HIGHWAY

1. Start your mission here. When you destroy the enemy turret you will get a Flame thrower. It is the only weapon that can shoot through the barrier.
2. Watch out for the cracks in the bridge, because the ground will fall out from underneath you.
3. All around this level there are land mines. They will not explode immediately so keep moving if you step on one.
4. This turret will give you a Barrier or an extra Bomb at random. This should be the next turret you destroy.

You can duck and avoid enemy fire by pressing the jump button.

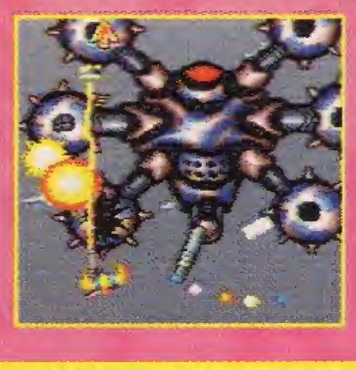
SURVIVE BY LEARNING SPECIAL TECHNIQUES!

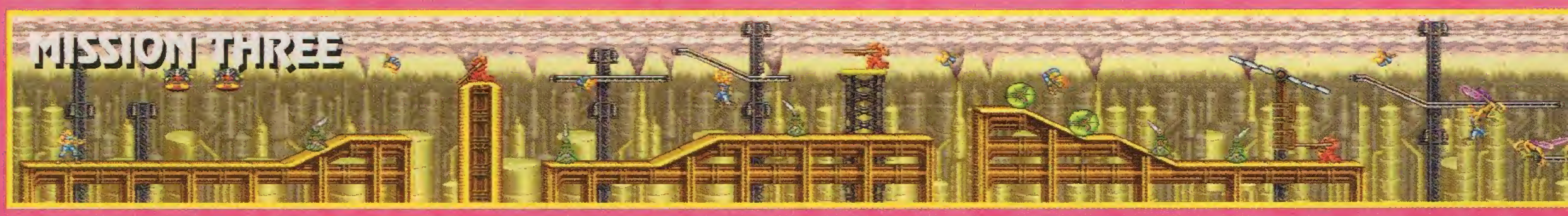
If you hold the Left and Right buttons on top of the controller you will be able to use both of your available weapons at the same time. This is a good technique for fighting bosses in the overhead missions.



BOSS TWO

This boss attacks by spinning at you. Keep moving to the right and blast the boss with lasers when it stops spinning. If you damage the boss it will fly up into the air and dive towards you at great speeds. Shoot it in the eye to kill it off.



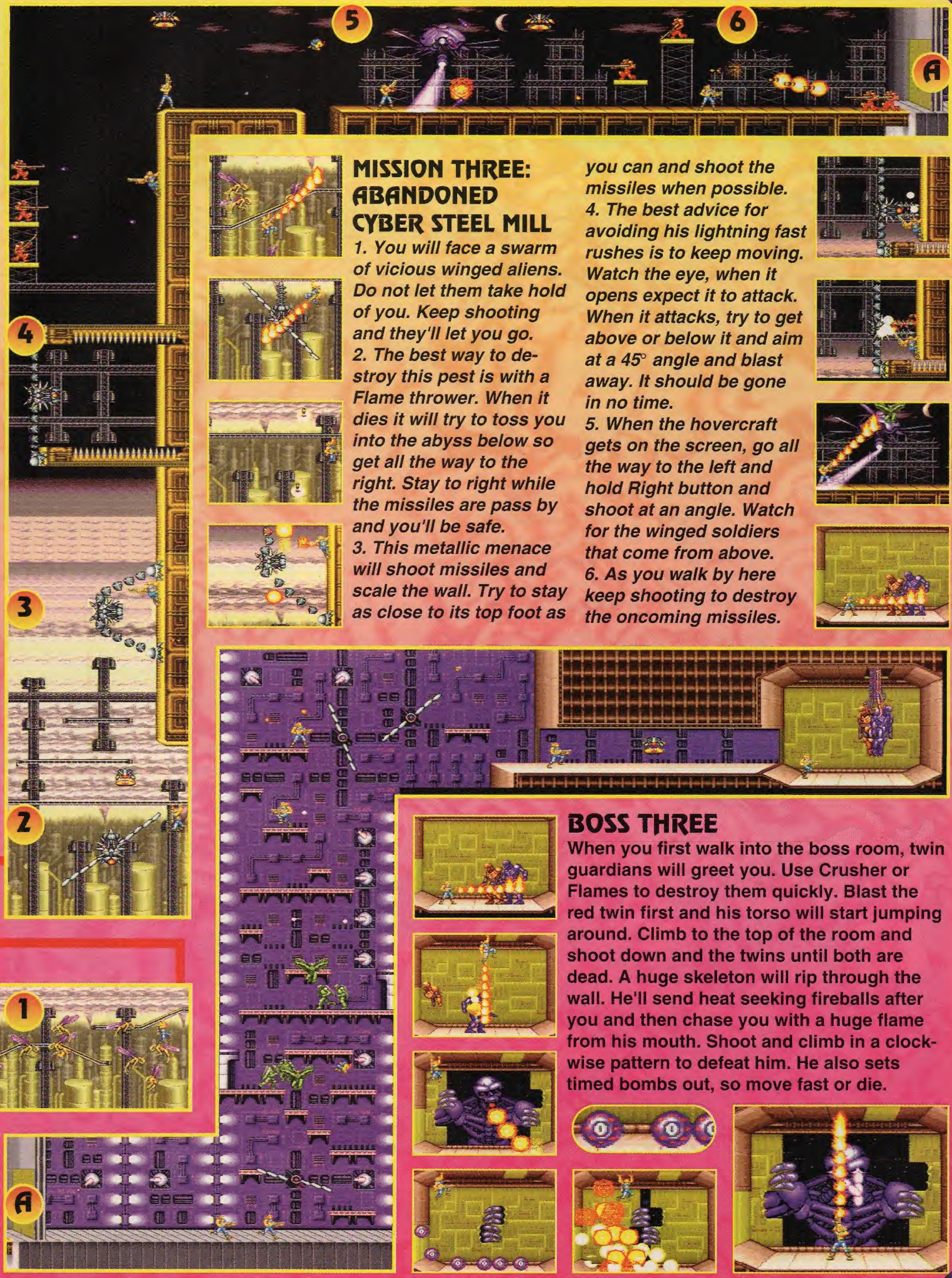


SHOOT IN 8 DIRECTIONS!

You can shoot in 8 directions while standing still. All you have to do is hold the Right button while aiming.

INCREASED POWER WITH WEAPON COMBINATIONS!

If you have a rapid fire controller, put the X button on turbo. This will allow you to fire both of your weapons at the same time. Try Crusher with Spread or Laser Cannon.



MISSION THREE: ABANDONED CYBER STEEL MILL

1. You will face a swarm of vicious winged aliens. Do not let them take hold of you. Keep shooting and they'll let you go.

2. The best way to destroy this pest is with a Flame thrower. When it dies it will try to toss you into the abyss below so get all the way to the right. Stay to right while the missiles are pass by and you'll be safe.

3. This metallic menace will shoot missiles and scale the wall. Try to stay as close to its top foot as you can and shoot the missiles when possible.

4. The best advice for avoiding his lightning fast rushes is to keep moving. Watch the eye, when it opens expect it to attack. When it attacks, try to get above or below it and aim at a 45° angle and blast away. It should be gone in no time.

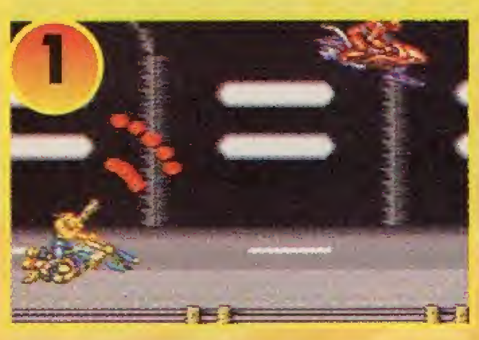
5. When the hovercraft gets on the screen, go all the way to the left and hold Right button and shoot at an angle. Watch for the winged soldiers that come from above.

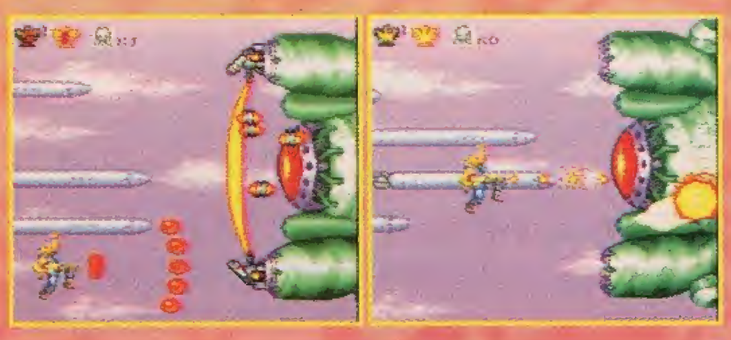
6. As you walk by here keep shooting to destroy the oncoming missiles.

BOSS THREE

When you first walk into the boss room, twin guardians will greet you. Use Crusher or Flames to destroy them quickly. Blast the red twin first and his torso will start jumping around. Climb to the top of the room and shoot down and the twins until both are dead. A huge skeleton will rip through the wall. He'll send heat seeking fireballs after you and then chase you with a huge flame from his mouth. Shoot and climb in a clockwise pattern to defeat him. He also sets timed bombs out, so move fast or die.

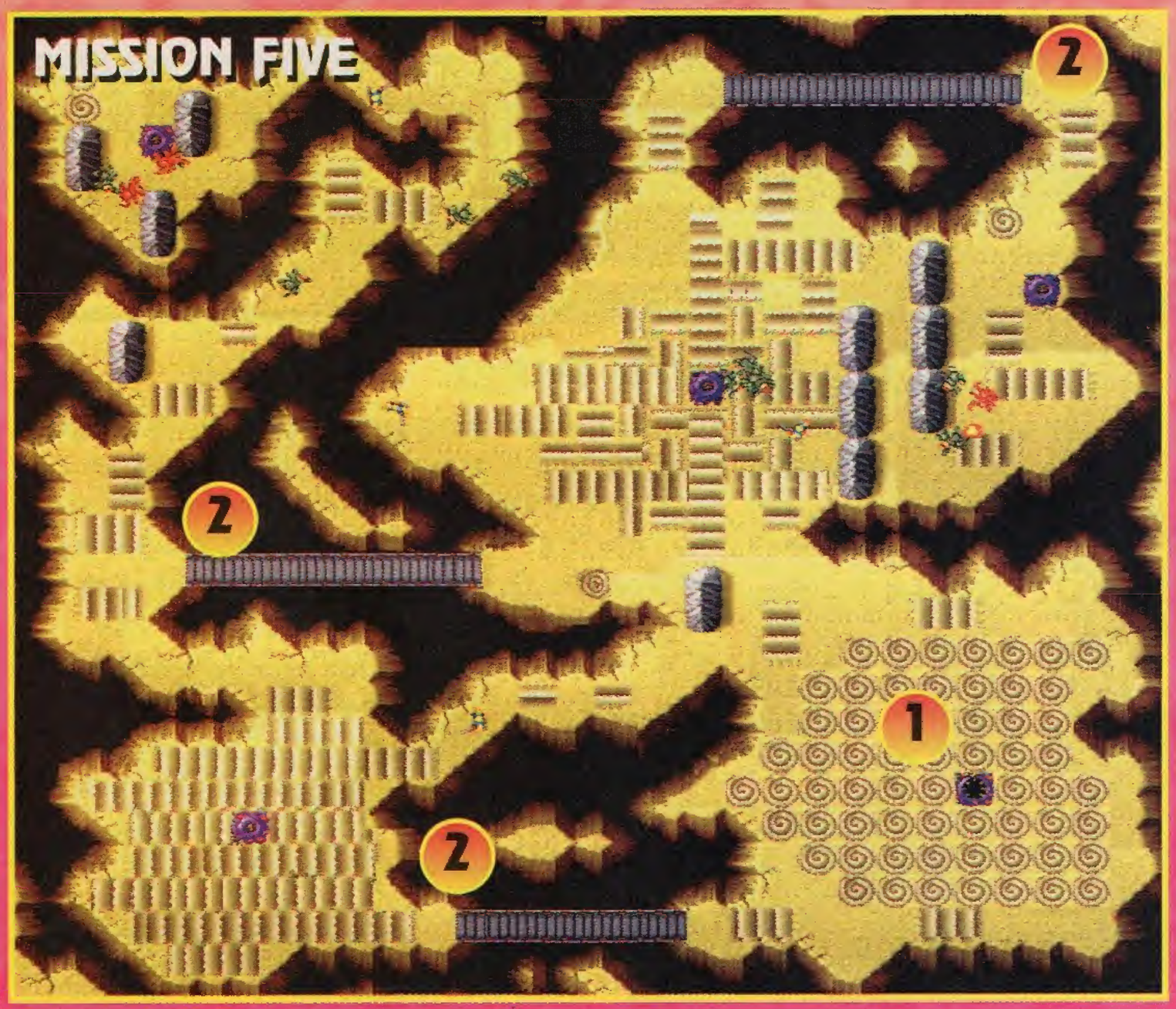
MISSION FOUR: THE BATTLE OF THE BLAZING SKY





BOSS FOUR

It is best to take out the lower cannon and then go for the top. Once both are gone, concentrate on the big red eye. Watch out for the heat-seeking missiles it fires.



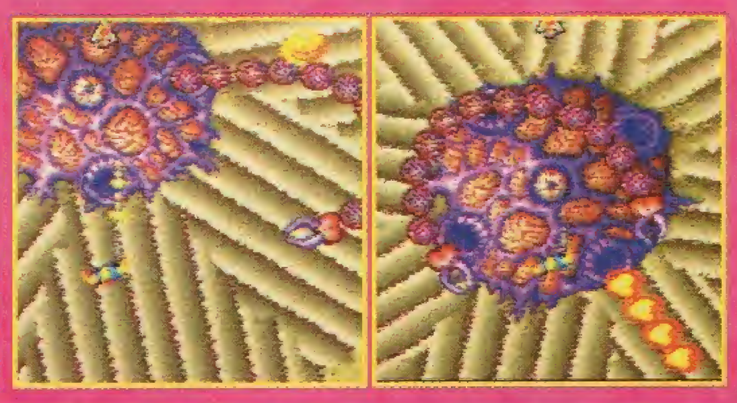
BOSS FIVE

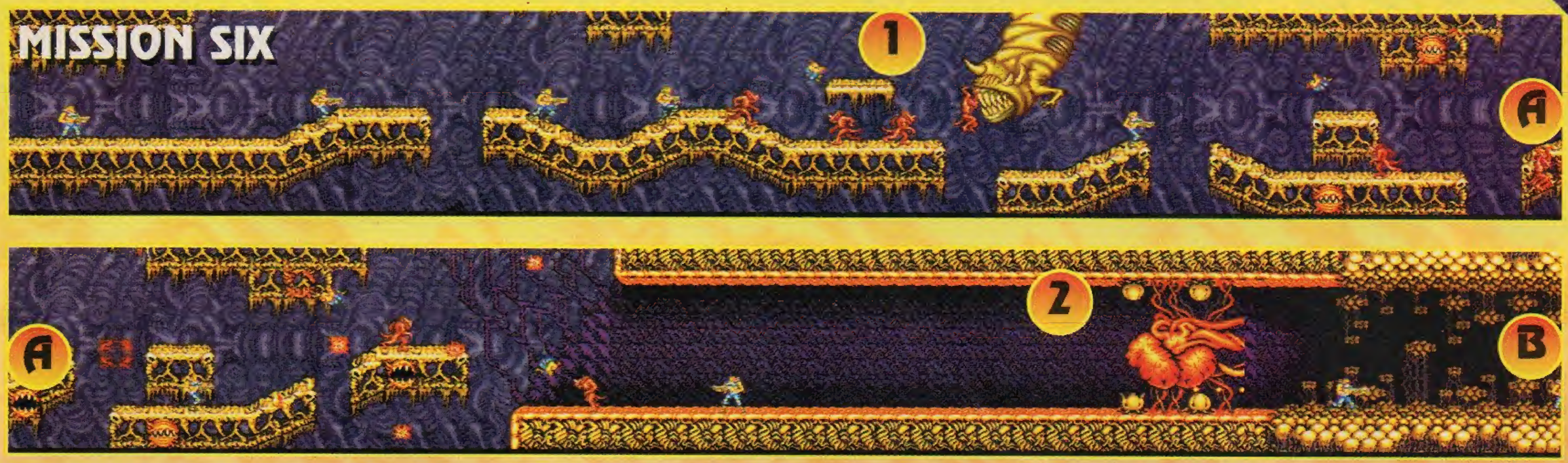
This Boss looks a lot more difficult than it really is. Giant sand worms will come out and try to drag you in. Destroy the sand worms to get power-ups and then get in close and blast the Boss in the eye. Laser or Crusher will work best

1. Stay left and shoot diagonally. When they throw bombs, just jump over them.
2. You can safely destroy the tank and the jetpack aliens by staying to the left and blasting away.
3. These cannons can be destroyed with constant firepower, but can be easily avoided without a fight.
4. Use the Flame thrower and shoot upwards to toast the turrets that appear in this section.
5. This part of the ship is hard to destroy, so just dodge it to live.
6. Hold the Right button and stay in the middle of the screen while you burn these soldiers to a crisp.
7. Try to stay halfway between the cannon and the right edge of the screen. When the cannon fires, jump over to the right to avoid the flames.
8. Go to the left side of the screen and shoot diagonally while holding the Right button.
9. Concentrated shots will keep this pest from hanging around.

MISSION FIVE: THE MUCHO GRANDE BADLANDS

1. Everywhere in the level, there are moving patches of sand. Some will rotate and others will drag you towards the edges of the mesa. When destroying the turrets that are surrounded by the sand, you must use the Left and Right buttons and rotate to counter the effects of the sand.
2. Watch out for the bridges. They are timed to explode as you walk across them. Do not hesitate at all when crossing over them.



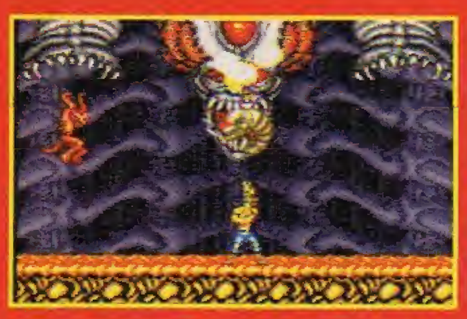


MISSION SIX: RED FALCON'S MAIN HEADQUARTERS

1. Here you are greeted by an old familiar face. Use the Spread or another high power weapon and get in close to blow him away.
2. At this point, you'll need Spread and you must get in close to the heart and fire at an angle.
3. This creature is only vulnerable when its face is showing. Watch out for its quick attacks and poisonous shots.
4. Be sure to get the Crusher.
5. At first, it will lunge at you. Shoot straight up or down and you will inflict the most damage. Its next attack is more dangerous. When it appears climb down a little and blast on an angle.

GET READY TO FIGHT THE RED FALCON MOTHERBRAIN!

You have made it to the lair of the Motherbrain. First, you will have to fight the vicious Red Falcon in the form of a three headed monster. Concentrate on the outer heads first and then go for the main face. Crusher and Laser work very well on this Boss. Alien drones will come from the outer faces after they are destroyed. When all three faces are killed, the Motherbrain will appear. It has eight different forms and attacks very aggressively. Look at the strategies below to defeat it.



This is the easiest form. Just shoot and dodge it as it flies about.

Stay all the way to the left, jump and shoot to get rid of this walker.

You cannot shoot the orbs. Avoid the deadly orbs at all costs.

The spiked balls it throws out also have power-ups in them . Be careful.

It only shoots eyes at you. Stay in the left corner and shoot away.

Use a Bomb or the double weapon technique to get through.

It makes 4 passes, and is very difficult. Look at the pic for safe spots.

Do not bother shooting, just jump over the rocks to survive.

Fight to the End

New from Jaleco is a fighting game called Rival Turf. This 8-Meg cart is packed full of awesome features not usually found in fighting games.

After the title screen, select from two different guys. Jack Flak is very fast, but not too powerful, while Oozie Nelson is extremely powerful, but lacks speed. There is also a two player simultaneous mode where the players can pick their men and/or even be the same. In the option screen, you can select different control configurations, sound test and also a two player hit option. After the game has started you will notice a map of your position with some nice Mode 7 scaling. Level one puts you in the heart of the city fighting through a bus station and even inside of a bus! Levels two and three take you to a helicopter which transport you over the border to search for the hideout in which you encounter the leader of the gang in level six, the final level.

Game play is unique in that the two player mode is simultaneous. Players can be the same character at the same time! Two player hit mode can also be turned on at the option screen for more fun.

Be prepared for action at all times! Even when walking in a track stadium, look out for bad guys. Use the pipe as a weapon!

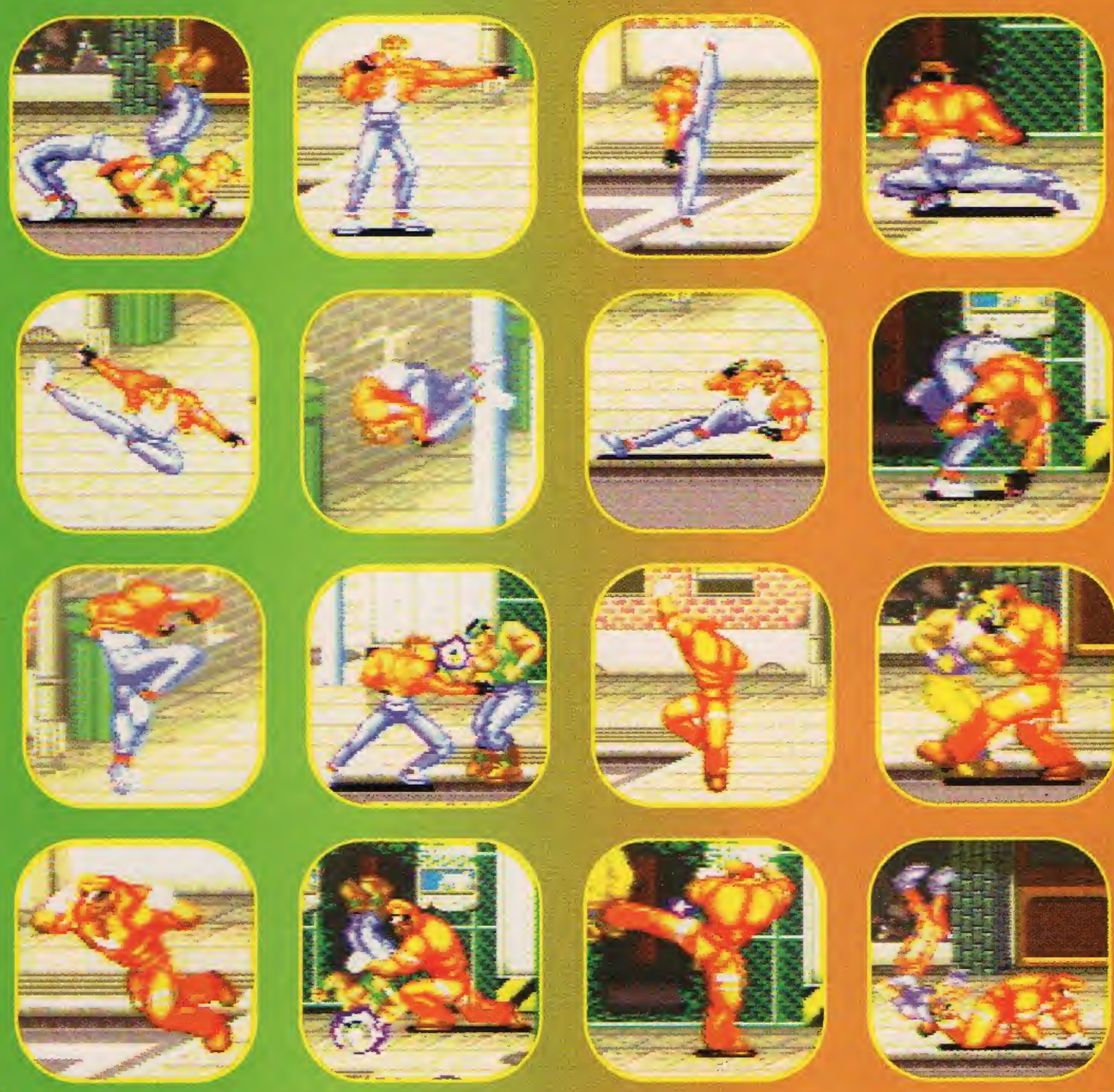
RIVAL TURF

SUPER FILE		
MANUFACTURER	FORMAT	DIFFICULTY
JALECO	CARTRIDGE	AVERAGE
AVAILABLE	MEGABITS	LEVELS
APRIL	8 MEG	6
THEME	PLAYERS	% COMPLETE
FIGHTING	1 OR 2	80%

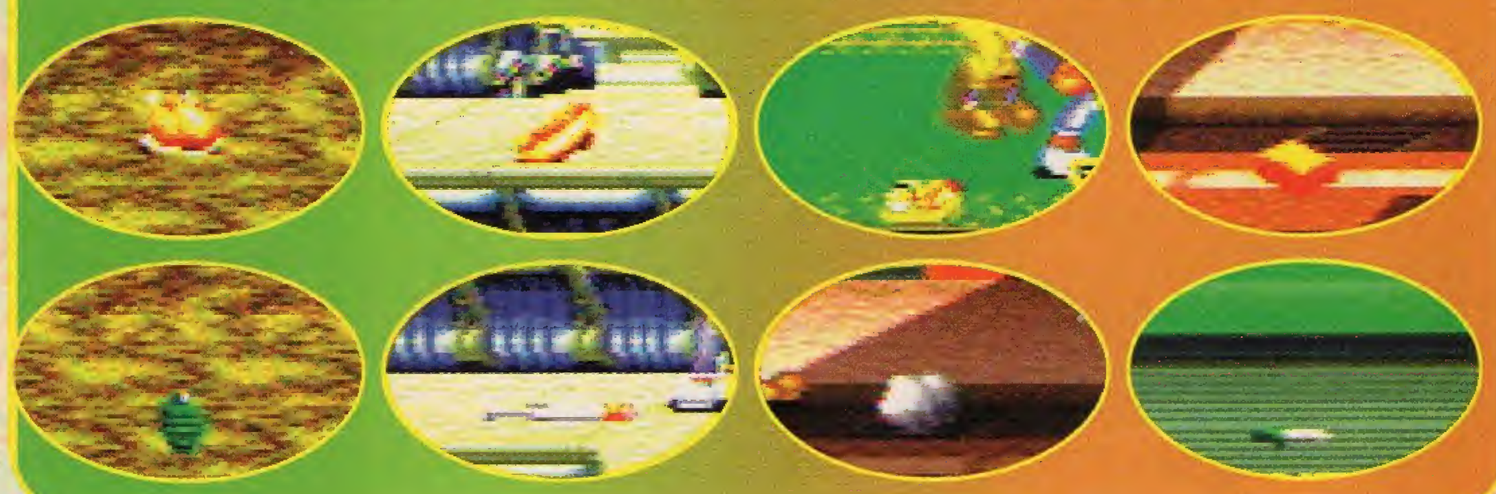
Use the brick against enemies!

Utilize a grenade to blow up walls!

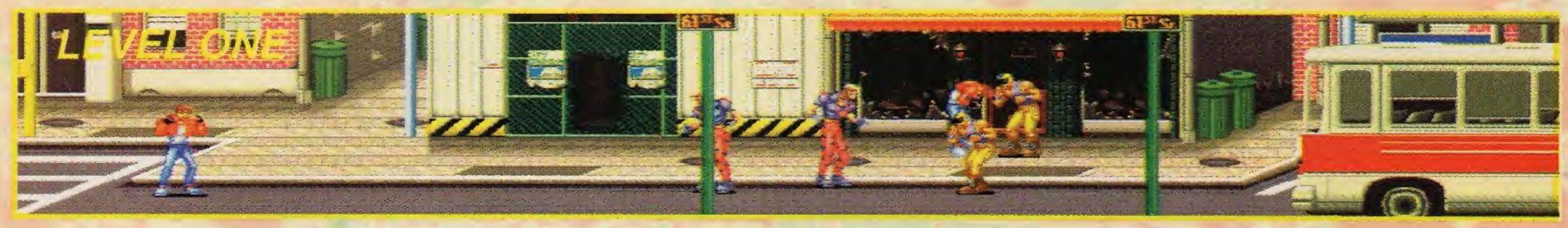
OVER 20 DIFFERENT MOVES!



COLLECT POWER-UPS AND WEAPONS!



PREPARE FOR CONSTANT STREET FIGHTING ACTION!



Fight your way through the bus station, as well as in a bus, in level one. The Boss in this level is Genie. It attacks with a long word. Stop it with flying kicks to the head.

Boss two lurks at the end of a parking garage. Watch out for cars coming out of the garage and the leap attacks from this Boss. Defeat it by flipping it over your shoulder.

In level three make your way through the radioactive power plant to Boss three, who tries to stop you with chopping and kicking attacks. Put an end to it with leap kicks and back flips.

After level three, a helicopter takes you across a border to fight in the dense jungle of level four. Boss three arrives on a boat and charges with a trample attack. Defeat it with a foot sweep.

In level five, fight your way past the shoreline and the harbor to where you will encounter the fifth Boss. It will charge you with lightning fast round kicks. Stop it in its tracks with leap kicks.

Level six is the final level. Make your way through the secret hideout. Boss six will attack you with flaming leap punches and running attacks. Dodge its attacks and counter with foot sweeps.

SUPER FILE		
MANUFACTURER	FORMAT	DIFFICULTY
IREM	CARTRIDGE	MODERATE
AVAILABLE	MEGABITS	LEVELS
MAY	4 MEG	8
THEME	PLAYERS	% COMPLETE
ACTION	1 OR 2	80%

Ready, Aim, FIRE!

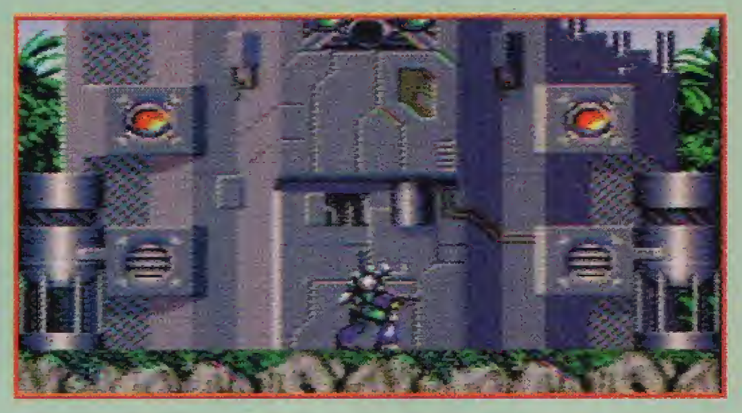
Get ready for the fight of your life! Gunforce is the new action cart from Irem, the same people who brought you Super R-Type. The action is intense in this SNES version of the arcade classic.

Battle your way through enemy infantry as you shoot first and ask questions later! A large arsenal of super destructive weapons is at your disposal. Pick from weapons like laser, auto-fire, bazooka and flamethrower. Hop into a helicopter and shoot at the enemies from the air, or jump into an abandoned gun turret and kill the bad guys with their own weapons! Maybe you would rather grab a jeep and run those goons over!

For twice as much of the fun and challenging action, get a friend to join you for an all-out assault against the hostile invaders. The bosses are huge and mean, but can be overcome by using your keen killer instincts and sharp weapon aiming. Cool graphics and exciting game play make this cart a great choice for your next SNES purchase. Look for Gunforce to be in stores in May, and remember - it is not just a job, it is an adventure!

Have a friend help you for even more intense game play. Banzai!

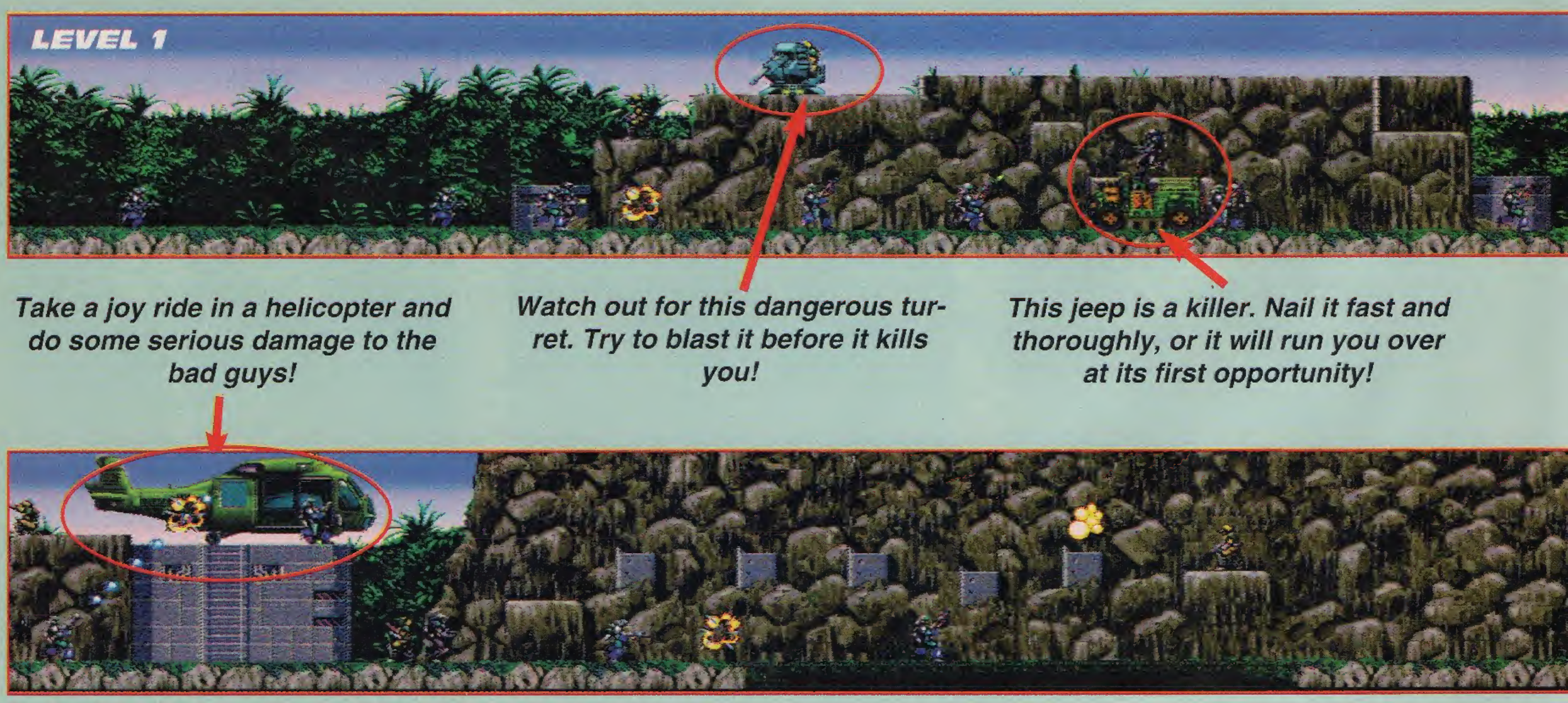
Parachute into occupied territory to complete your important mission. You will need every ounce of courage you can muster! You are on your own in this fight!



Prepare to meet the Boss here! Try to keep your weapon ready.

Here is another of the wild bosses that you will encounter over the course of the mission.

Your agility will be tested as you cross huge ravines and gorges. If you fall, you are dead meat.



Take a joy ride in a helicopter and do some serious damage to the bad guys!

Watch out for this dangerous turret. Try to blast it before it kills you!

This jeep is a killer. Nail it fast and thoroughly, or it will run you over at its first opportunity!

GUNFORCE

Hop a ride on a cable car as you battle your way through some really rugged terrain. You will get the chance to fight in many different areas and environments. Each level offers its own particular obstacles to overcome. Shoot quick, these guys mean business!

You can commandeer this jeep.

CHECK-OUT THESE WEAPONS OF DESTRUCTION!

AUTOMATIC

Waste tons of enemies with auto fire. Hold down the fire button and cut loose!

BAZOOKA

Pick up the bazooka icon and let them know who is "boss!" Use this to annihilate anything.

LASER

Slice through enemy positions with this high-power laser cannon. Nasty!

FLAMETHROWER

Incinerate those creeps with your flamethrower. Show no mercy!

Capture the turret and fire!

Be on guard for surprise attacks like this.

You made it to Boss One!! Congratulations! Now, go on the attack and show it what you can you do with some strategy and intense weaponry!

Magic Sword

POSSESS THE SWORD OF VICTORY

Capcom has done it again. Magic Sword is coming for the Super NES. The game is a side-scrolling, action/adventure in which the main character sets out to destroy the Evil Black Orb. The Black Orb has infested an area called the Drakmer Keep. Darkness has settled over the land and all kinds of deadly creatures are stalking the earth. A lone warrior decides to put an end to this terror. Now, the quest to rid evil from the land begins. Along the way, the brave warrior (you) will find all sorts of items and power-ups. You will also find valuable keys, that will unlock doors holding your assistants captive. By releasing the prisoners, you gain a companion for your quest. Each prisoner has his own weapon and special technique that will benefit you in your battles. For example, if you happen to have Paladin with you, she will provide incredible firepower and will help you to defeat the end bosses easier.

At the beginning of the game, you have the choice of starting on whatever floor you want. If you are an advanced player, you can go straight to the last few levels. If you are a novice, though, you should start at the beginning and build up your strength. You must fight your way through over 50 levels of intense battling action before reaching the final Boss and putting an end to the chaos. You must learn the strengths and weaknesses of the different prisoners and which characters will help you most in the various levels. Can you scale the heights of the magnificent medieval tower? Will you be able to make it through the traps and deadly creatures that inhabit the castle?The fate of your life and the lives of those around you depend on your victory!

SUPER FILE

MANUFACTURER	FORMAT	DIFFICULTY
CAPCOM	CARTRIDGE	MODERATE
AVAILABLE	**MEGABITS**	**LEVELS**
FUTURE	8 MEG	51
THEME	**PLAYERS**	**% COMPLETE**
ACTION	1 OR 2	100%

RESCUE THE DIFFERENT PRISONERS FOR MORE FIREPOWER!

CLERIC

GARGOYLE

KNIGHT

NINJA

OGRE

PALADIN

THIEF

WIZARD

You can select which floor you begin at just like in the coin-op.

You can continue three times and it will not even cost you a quarter.

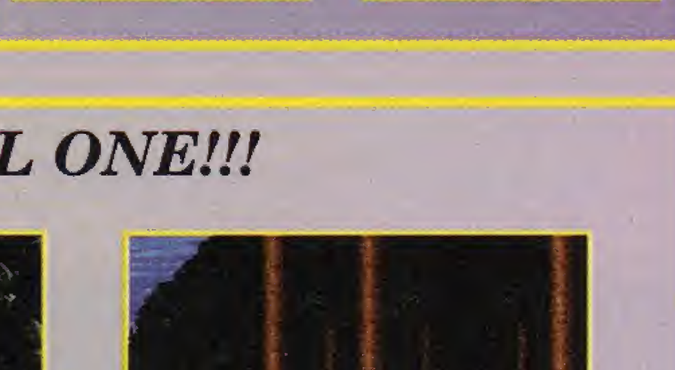
Boss one is a gargoyle that attacks with fire.

Boss two makes sporadic movements all over the screen.

Fight the ogre at the end of the third level.

Avoid the fire pits and defeat the barbarian in level four.

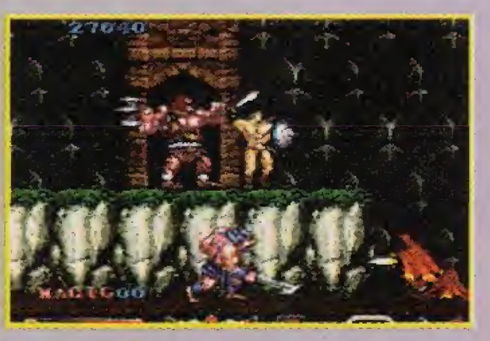
COLLECT THESE KEYS TO FREE PRISONERS!!!



START YOUR ADVENTURE IN LEVEL ONE!!!

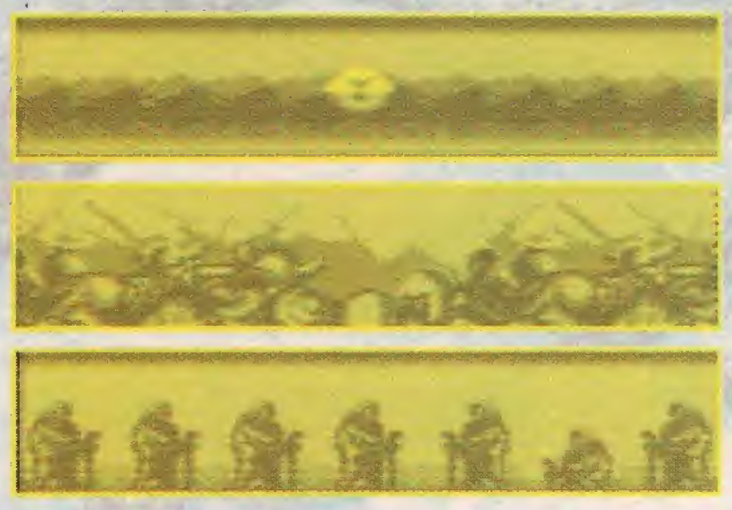
FIGHT YOUR WAY THROUGH THE FOREST!

This forest is filled with many obstacles and dangers, so be extremely careful. Try to collect as many keys as possible, as they let you release prisoners and make friends with them. Also, collect gold for lots of points.



A NEW LEGEND IS BORN!

Legend told of a paradise among a vast land of forests and mountains. The land was known as Hyrule, a land with many riches and secrets. This paradise was invaded by Agahnim and his band of evil men. They captured the Princess Zelda and spread a virus of evil through the land. In times like these, a person was needed to conquer the forces of evil and restore peace to the land. In this case, you are Link, a boy from a race of royal people from Hyrule. You are to rid the land of all the evil it possess. The Overworld is where most of the action transpires. You must search for items and power-ups which are well hidden throughout this place. The land is also filled with villages, castles, caves, dungeons and much more. Once the journey through the Overworld is complete it is time to warp to the Dark Zone and face Agahnim. Can you defeat him and restore tranquility to this paradise?



SUPER FILE		
MANUFACTURER	FORMAT	DIFFICULTY
NINTENDO	SUPER NES	MODERATE
AVAILABLE	MEGABITS	LEVELS
SPRING	8 MEG	N/A
THEME	PLAYERS	% COMPLETE
ADVENTURE	1	100%

ZELDA 3
A LINK TO THE PAST

Rescue the Princess and begin the quest for the evil wizard Agahnim.

This is a map of the Overworld, where most of the action and excitement takes place.

Once Link gets the mirror, he can warp to the Dark Zone where Agahnim is waiting.

Link must search every where in the Overworld, including in the water. Prepare for a swim.

You must defeat enemies to acquire bombs. Use these to discover hidden rooms.

Use your sword to chop grass and bushes. You can find items and hidden passages here, too.

POWER-UPS!!

SWORD
There are four different power-ups for it.

SHIELD
There are three. The best repels fire.

CLOTHES
Reduces Link's damage. There are two.

MOON CRYSTAL
Allows Link to enter the Dark Zone safely.

FINS
Lets Link swim in deep water.

BOOTS OF PEGASUS
Allows Link to run and charge.

POWER GLOVES
There are two for lifting heavy objects.

EXPLORE WITH EASE!

DUNGEON MAP
Shows configuration of dungeon.

COMPASS
Reveals the main treasure and boss.

MASTER KEY
Opens treasure and secret doors.

COLLECT OVER 20 DIFFERENT ITEMS!!

Arrow

Boomerang

Hook Shot

Bomb

Magic Powder

Fire Wand

Ice Wand

Magic Medal #1

Magic Medal #2

Magic Medal #3

Lantern

Magic Hammer

Magic Flute

Bug Net

Magic Book

Bottle

Red Staff

Blue Staff

Magic Cape

Magic Mirror

USE THESE ITEMS TO SURVIVE IN HYRULE!

HEART
Replenishes one unit of life.

HEART CONTAINER
Gives Link added units of life.

CONTAINER PIECE
Collect four to form a full heart container.

FAIRY
Find it and it fills seven units of life.

RUPIES
This is the currency in Hyrule to buy items.

SMALL VASE
Partially fills the magic meter.

LARGE VASE
It fills the magic meter completely.

ARROWS
Shoot these with the bow at the enemy.

Castles hold important power-ups and information. Be sure to check all of them.

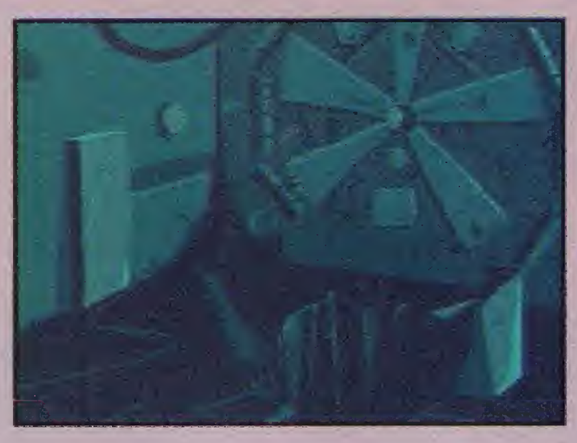
Towns are an outlet for items and valuable information, so keep your eye out for one.

This is Link's house. There are always hearts waiting for you here.

OUT OF THIS WORLD

SUPER FILE		
MANUFACTURER	FORMAT	DIFFICULTY
INTERPLAY	CARTRIDGE	VERY HARD
AVAILABLE	MEGABITS	LEVELS
JUNE	8 MEG	N/A
THEME	PLAYERS	% COMPLETE
ACTION	1	90%

FANTASTIC CINEMA DISPLAYS!



A well animated introduction shows the events that lead Lester into his adventure. The whole game is filled with these intermissions. The quality of the animation, the realism of the sound effects and the impressive music all combine to make this game a treat for the eyes and the ears!

A JOURNEY TO REMEMBER!

Who says that scientists never take risks? Enter the studies of Dr. Lester Knight Chaykin who has set up a secret base where he conducts his particle acceleration theories. Unfortunately, he decides to run his experiment during a stormy night. As he goes through the test, a bolt of lightning strikes the lab and sends an extremely charged particle down the main thruster tube. As it collides with the destination of the particle, Lester is suddenly charged with over 300 gigawats of pure energy. Suddenly, he vanishes into another dimension leaving behind a crater where is desk had once resided.

Before his stunned eyes, Lester appears in a great pool and as he emerges, he begins to examine this whole new world!

Out Of This World is translated from the soon-to-be released version on the PC. All of the quality and originality of the computer version is retained perfectly. The animations of the characters and the quality of the sounds present a sense of awesome realism to the game. From Lester's chugging down a soda to his running from the evil creatures of this unknown world, the challenge and excitement of this game will continually surprise you. This is definitely a title worth adding to your Super NES library!

THE GUN IS YOUR MAIN WEAPON!

At its lowest power, the gun will produce a simple beam of energy. You will mainly use this power setting on the enemy soldiers that are attacking you!

If you hold down the fire button, the gun barrel tip will start to glow. Once you release the trigger, a shield will set itself up and protect you from laser blasts!

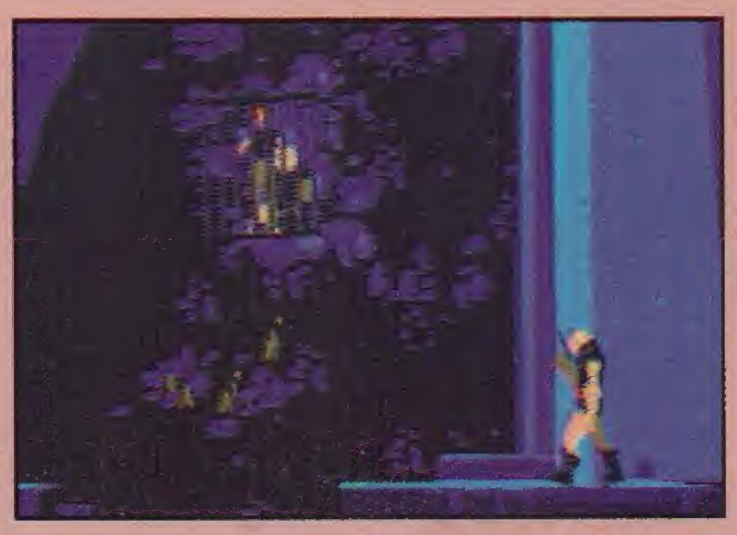
If you hold the button even longer after the second setting, a ball of energy is produced that can destroy obstacles or that can penetrate shields.

Before you enter the caves, you will find a booth that will replenish the battery life of your pistol. Simply step through and get a buzz!

As you start your adventure, the desk that you were sitting in appears in the middle of a pool of water. Do not take the time to figure out what has happened to you, because a slew of tentacles will reach out from the bottom of the pool to drag you down! Swim to the top *fast* and get your butt out of there! Run towards the right and you will come across several worms dropping from the ceiling. To get rid of these killing pests, you should kick them.

However, as you advance a few screens, a four legged killer beast stands in your way next. Make sure that you run the other way, and make a grab for a hanging vine. If you do things right, the beast will be slain, but you will be captured!

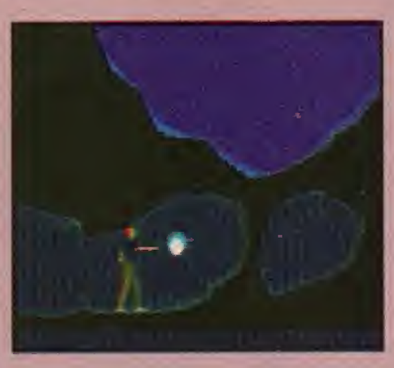
After you power-up your gun, go to the right and find the bridge that is split apart. Take a running leap off of the edge and you will land on a protruding ridge. Blast a good sized hole in the wall next to it and you will enter an intricate cave system!



Now you did it! You are captured by a rifleman from an alternate universe! As you hang with an alien cellmate in a cage, the guards are slowly patrolling the ground. Swing the rickety cage to snap the suspended cell onto the guard below. If you watch closely, the guard drops a pistol. Be sure to grab that when making your escape. (Refer to the first page for details on this pistol.)

Next, you and your new friend from the cell must hurry down the hall and blast through the three large doors that block your paths. You should move as quickly as possible because the guards will follow you and try to incinerate you! Eliminate them before they have the change to kill you!

The caves have plenty of different areas to explore, so watch your step because most of the holes in the ground contain spikes. Do not forget to release the water from the waterfall and high tail it out of those caverns!



The caves are filled with pitfalls that could be hazardous to your health! Concentrate on the first and second levels!

SUPER FILE		
MANUFACTURER	FORMAT	DIFFICULTY
KONAMI	CARTRIDGE	MODERATE
AVAILABLE	MEGABITS	LEVELS
JUNE	8 MEG	N/A
THEME	PLAYERS	% COMPLETE
ACTION	1 OR 2	35%

TUBULAR TURTLES TRAVELING IN TIME!

That's right ladies and gentlemen! The triumphant trouble tackling green heroes are heading their way to the 16-Bit market with all of the glamour and power that made them a world wide success in television, movies, comics and (of course) video games!

That old Shreadhead is up to it again! This time his goal is to upset the flow of history so that he can rule the world under his sharpened fist! Well, you know our green boys will not stand for that! Thus, the mean, green team set out though the time lines to put Shredder and Krang out of commission for good!

With over 20 different moves per turtle, one can expect a heated battle of shell and foot! Travel to exotic places and times like the Jurasic period, Manhattan of the future, and even an old Spanish galleon containing Tokka and Rahzar!

Have a friend join in for a really rocking time, or take your frustrations out in the versus mode! All of what anyone could want is here - straight from the arcade - and more! Konami sores high once again! Cowabunga!

TWO PLAYER TURTLE POWER!

TURTLES IN TIME

BAXTER STOCKMAN!

Enter the bridges of death! Where the start of the Foot Clan assault comes to! All NES fans stay aware, for the Super NES can create disasters that the 8-Bit versions cannot! First off, giant wrecking balls will start swinging around and try to pound you into turtle pancakes (yummy). Do you remember when Krang had his dimensional readjustment device installed in his body? Well, it is used once more - and will he give you a shock when you see him eye to eye!

But that is not the worst part. Get ready to shew away some flies, because that brilliant scientist Baxter Stockman is ready to give you a buzz! Dodge his solid energy projection gun and strike from a distance!

The city streets sure need to be cleaned up a lot these days! Yet when these lean, green, fighting machines hit, there is going to be a re-defining of the phrase "street trash!" First off, there are manholes cleverly placed everywhere, so if you see one - STAY CLEAR! Do not forget whilst going nuts on the streets to use the stop signs, hazard blocks and other objects to fling at those mechanical Foot Clan soldiers!

Think you are pretty tough, do you? Well get those shells in gear, so you can square of with Metalhead - the synthetic android with a combo of all four turtle's personalities. Think that is bad? Well keep your eyes peeled for his lasers and stretching arms of doom!

METALHEAD!

TWO PLAYER VERSUS MODE - Take on either the computer controlled brother turtle or a friend in a one-on-one ninja show-down to the finish! Master Splinter observes you as you build your endurance and skills by tackling one of your brother turtles!

TIME TRIALS - Take your favorite nasty, ninja, neutralizing turtle and take on a horde of Foot Clan soldiers to destroy them within a period of time for a fantastic bonus! Use the best crowd-dispensing moves that are available to you in this stage!

There are more levels that will stand in your way with old favorites like Leatherhead in them. Good luck on your quest!

Might & Magic II

SUPER FILE		
MANUFACTURER	FORMAT	DIFFICULTY
AMERICAN SAMMY	CARTRIDGE	HARD
AVAILABLE	MEGABITS	LEVELS
JUNE	8 MEG	N/A
THEME	PLAYERS	% COMPLETE
RPG	1	90%

HIGH STAKES ADVENTURE!

Enter a new realm of RPG action that has been enjoyed by many PC, NES and Genesis fans for years.

The story of Might and Magic is about to be enhanced, now that it is on the Super NES!

Enter a land of roving monsters and creatures that despise intruding people. As you start your quest, you will first need to create your characters. Choose from a plethora of different races and creatures. After which, you will then leave from the inn and begin your quest.

During the game, you will meet many different characters that will either help or hinder your progress. Some will ask favors from you. Others will relentlessly attack you. You start in the main town, after which, you proceed through the dungeons and find treasure - not to mention gain experience and knowledge. Soon after, you will discover more towns and other dangers!

Might and Magic 2 is not for the average ho-hum RPG person. This title is geared for the more professional "Die-Hard" RPG fanatic, giving you more stats for your character and abilities that let you be more integrated with the plot of the game.

The cart contains many different puzzles to be solved, with an occasional favor to be performed for a local. The plot is very involved and will keep you enthralled for hours!

two views to watch!

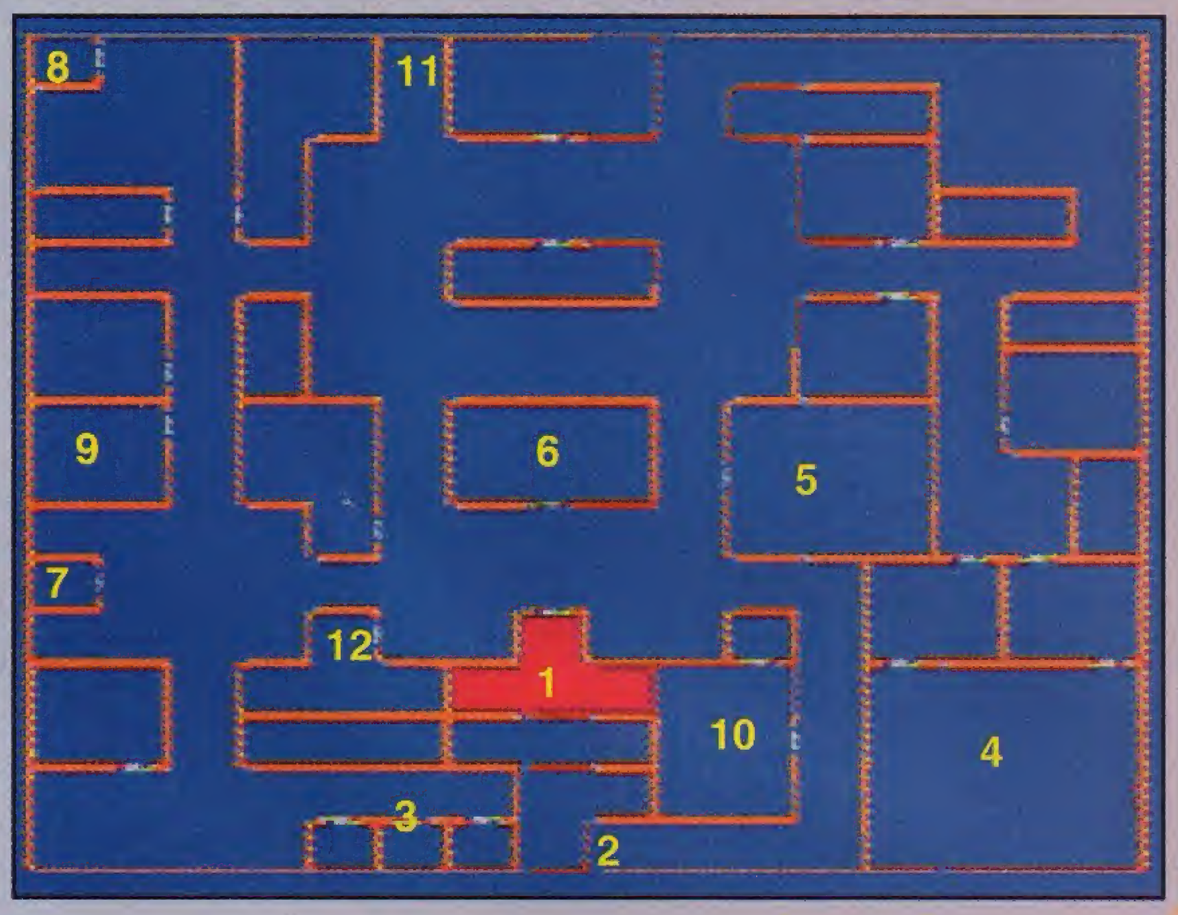
You will need to focus your attention on two different perspectives during this game. Both an overhead and a first person view point will be shown!

ENTER THIS TOWN - THE STARTING POINT OF YOUR QUEST!

Journey through the town to find all of the necessary equipment and help that you can locate. Make sure that you go to the fountain of clairvoyance, so that you will have a map of where you are going. After that, gather your equipment, head down to the dungeons and try to find some cool treasures and other materials!

MIDGATE INN	1
DUNGEON ENTRANCE	2
SECRET DOORS	3
ARENA	4
TRAINING SET	5
TEMPLE	6
POORMAN'S PORTAL	7
OTTO MAPPER	8
LOCK + KEY LTD	9
WIZARD'S HOME	10
CITY GATES	11
BLACKSMITH	12

HELPFUL HINT - Build up your skills in the arena, before going into action!



The Wizard marked above will ask you for a favor - to retrieve the goblet that has been stolen by the Goblins in the dungeons!

As you exit the city, a forest lies ahead filled to the brim with creepy crawlers and other mystical creatures! Stay on the roads!

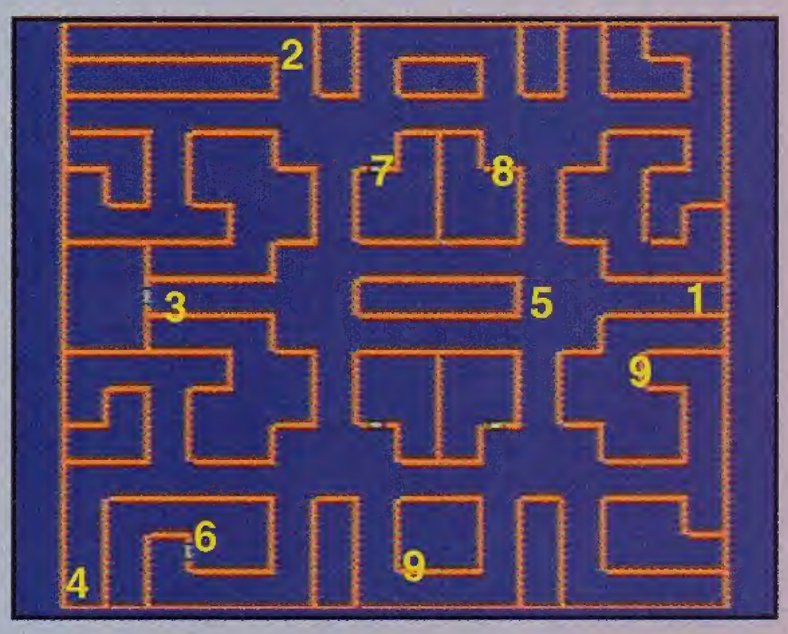
The Inn is where you go to rest your party, to acquire info and to save your game. Sometimes an informative spectre will appear!

Watch out in the dungeons! Monsters lurk everywhere. You will most likely find the more powerful ones guarding treasures!

BRAVE THE PERILS OF THE DUNGEONS!

DUNGEON ENTRANCE	1
KOBOLD'S LAIR	2
GOBLINS' LAIR	3
SECRET WRITING	4
WARNING SIGNS	5
SPECTRE'S ROOM	6
SECRET DOOR#1	7
SECRET DOOR#2	8
INVISIBLE WALLS	9

As you enter the dungeons, you will encounter a sign that provides you with a warning message. (Whether you heed the warning is your choice, COWARD!) Try avoiding the Kobold headquarters and the Goblins' base until you have enough experience. Also, find the hidden doors in the walls!



SUPER FILE		
MANUFACTURER	FORMAT	DIFFICULTY
ENIX	CARTRIDGE	MODERATE
AVAILABLE	MEGABITS	LEVELS
4th QUARTER	8 MEG	8
THEME	PLAYERS	% COMPLETE
RPG	1	100

Soul Blazer

ORB MAGIC

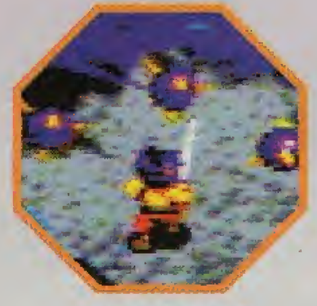
The Orb can fire powerful magic to obliterate your opponents!

FIRE BALL
4 gems

SPEARS
8 gems

RING
8 gems

FIRE RING
1 gem



BOMBS
8 gems

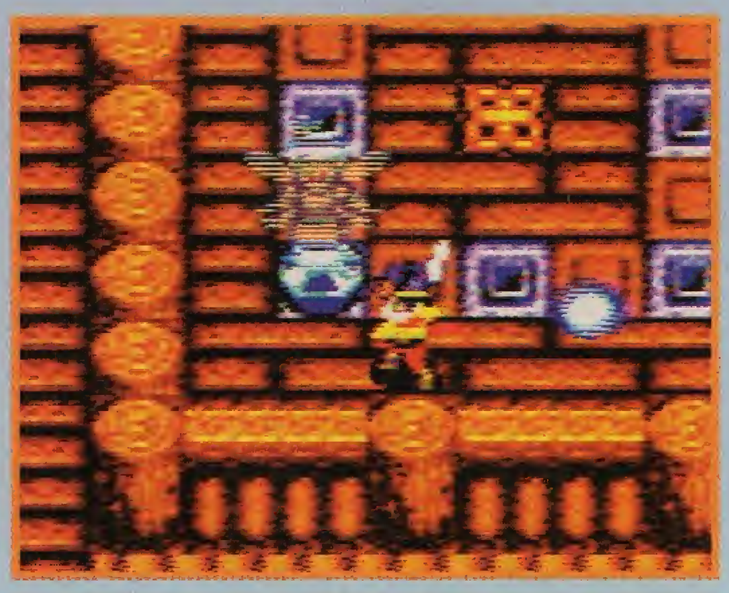
FIRE WALL
20 gems

TORNADO
8 gems

PHOENIX
2 gems

Here is the first room. Within the treasure chest lies your sword! Talk to the old man to receive your Orb!

In the subscreen, you will be able to pick from the available weapons and find your armor as well as Orb magic!



If you touch the blue crystal, a fairy appears to warp you back to the overworld!

The fire pits are always here, so you can gain experience at any time!

Meet the first Boss! His pattern is predictable, so you should defeat him easily!

THE ADVENTURE CONTINUES....

There was much hype and controversy surrounding Enix's newest hit, Soul Blazer! Many thought it was just another remake of their smash hit, ActRaiser, but they were wrong!

Soul Blazer is a completely different quest game for the Super Nintendo! The game is set in an overhead perspective. Many areas are available to explore including many hidden passageways!

The shimmering blue Orb is your only companion in your quest to rid the world of the most evil entity of the universe! Your Orb can fire eight different types of magic ranging from the weak fireball, all the way to the powerful Phoenix weapon! Determining what magic you can cast will depend on how many gems you possess! The Orb also has the ability to cast light when you are in a dark room, and can even locate hidden passages!

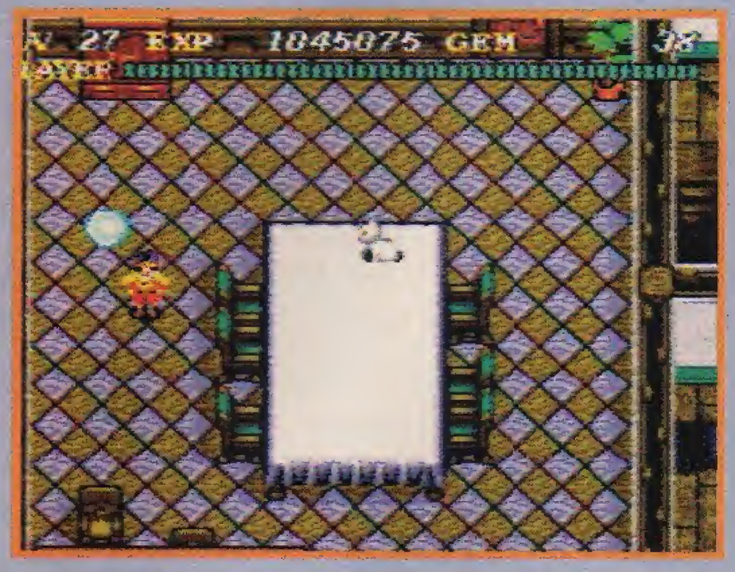
You can collect new weapons and armor by locating treasure chests along your route, but sometimes, the treasure chests will come alive and attack you!

Soul Blazer is a fantastic blend of action and role playing all rolled up into one fun-filled cart!

Stage 2 is set in a swamp-like landscape. Watch for alligators!

Stage 3 places you in an under-water paradise with mermaids!

Stage 4 is set in an underground cavern with treasures everywhere.



Stage 5 puts you in the center of a haunted house!

Stage 6 has a beautiful castle as the backdrop! Solve the mystery!

In Stage 7, you are placed at the entrance to your final enemy!

OVERWORLD MAP

For Stage 1

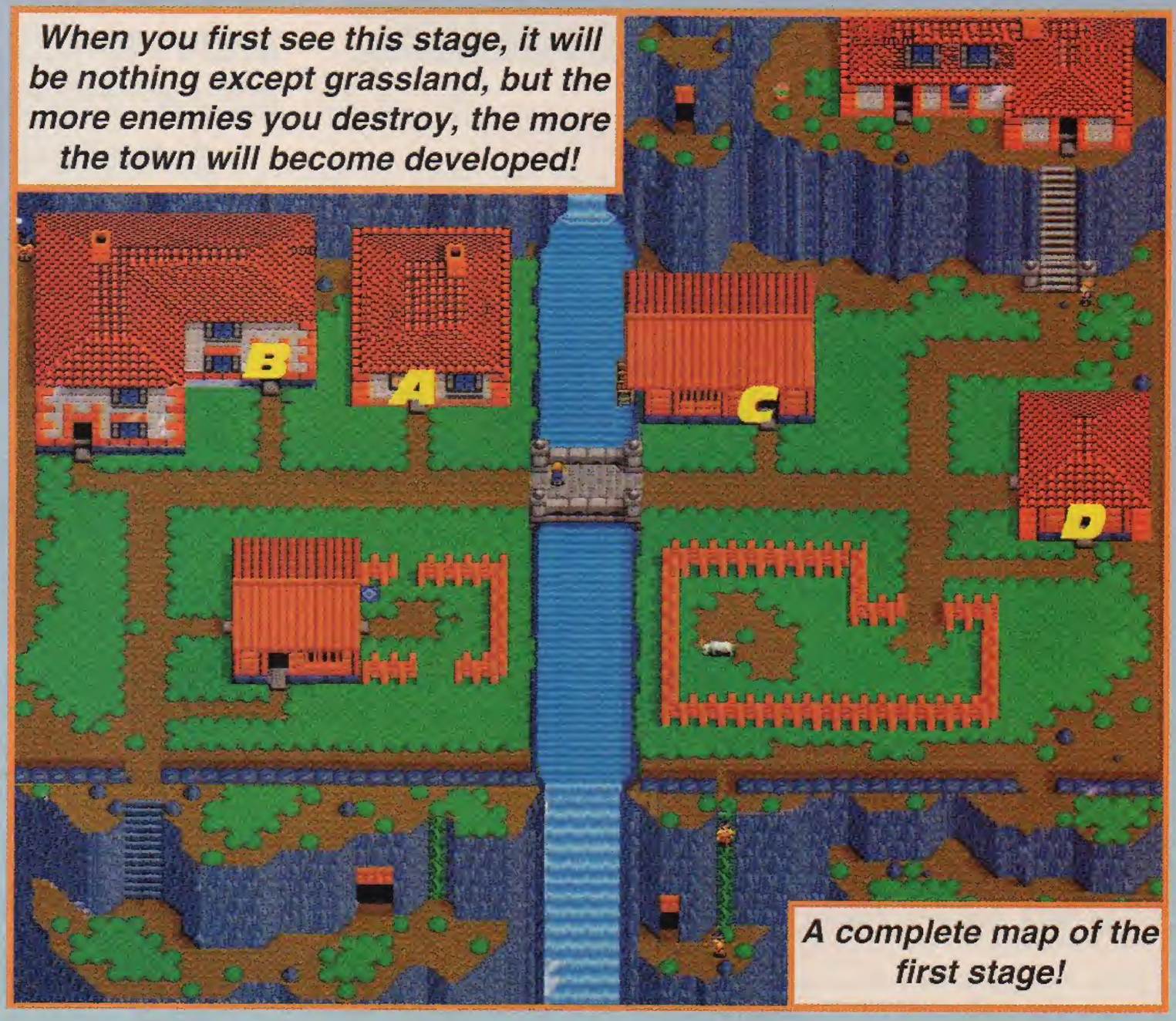
This is the Inn. You can receive H.P.'s by talking with the woman.

This building is a store where you can purchase herbs for your quest!

Here, you must turn the wheel to get the waterwheel spinning!

In this house, you must talk to the woman to receive information!

When you first see this stage, it will be nothing except grassland, but the more enemies you destroy, the more the town will become developed!



A complete map of the first stage!

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- *Exclusive previews of new games in both America and Japan!*
- *Tips, tricks and secret strategies, complete with game maps, that will let you score higher almost immediately!*

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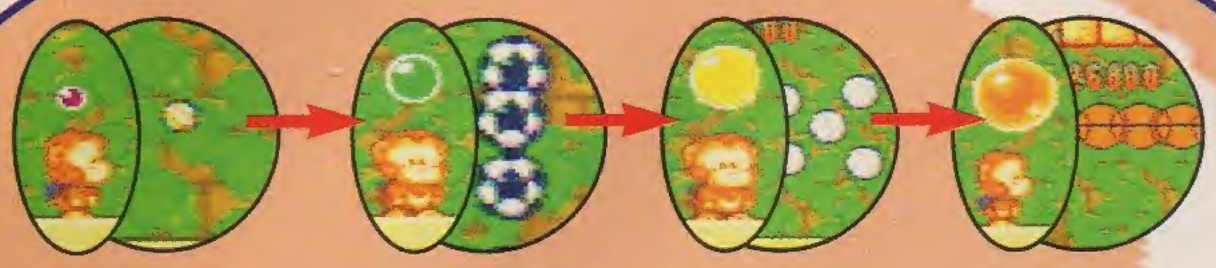
BUBBLES GALORE!



There are four different bubbles that you can create by having them bounce off of the top of your head! Each of the magic bubbles has sports equipment contained inside of them, from baseballs to basketballs, that have special uses in eliminating the enemies.

HATS OFF TO THE ENEMY!

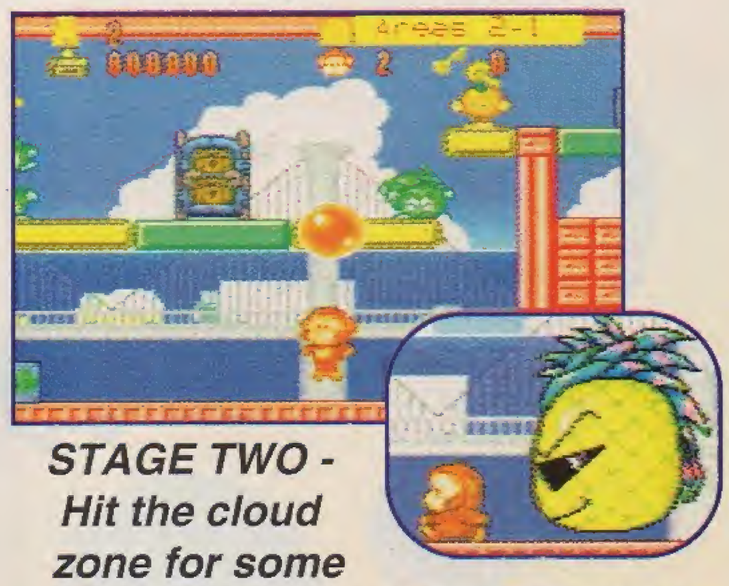
Hats can be of great use to you. When you wear one, they will grant you powers like guiding bubbles or floating ability!

SUPER FILE		
MANUFACTURER	FORMAT	DIFFICULTY
NATSUME	CARTRIDGE	MODERATE
AVAILABLE	MEGABITS	LEVELS
JUNE	4 MEG	8
THEME	PLAYERS	% COMPLETE
ACTION	1	90%

NO MONKEYING AROUND!

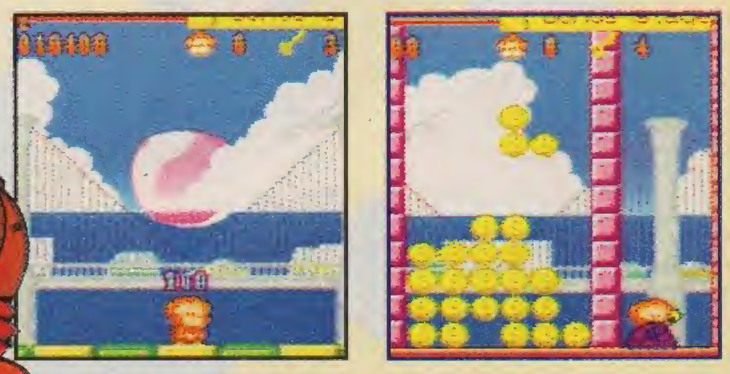
Have you ever wanted to control a monkey that blows bubbles which burst into different sports equipment to destroy attacking fruit? Well, this is it - and it is a whole lot of gaming fun! Spanky's Quest stars **you** as a monkey out to stop a witch from taking control of your homeland! To do this, you must grow bubbles that contain the tools necessary to destroy the cartoonish enemies. You bounce bubbles on your head to create larger bubbles creating baseballs, streaming soccer balls, volleyball bombs or basketball clusters! Look for hidden items such as coins, 1-Ups or bonus stages! Fire your bubbles at bricks, springboards or even cannons to get them out! Grab a hat for some helpful powers! Natsume provides another fun hit!

STAGE ONE - Enter the forests and burst your bubbles in the woods. Beware of the diving Apple Boss!



STAGE TWO - Hit the cloud zone for some more intense action! The giant Pineapple Boss will chase you!

STAGE THREE - Sandy neon shores are your next stop. Watch out for the seeds of the giant watermelon!



BONUS STAGES - Find the secret doors and you can enter two different bonus rounds! Either play a round of tetris or burst a giant bubble atop of your head for 1-Ups!

SUPER NES REVIEWS

KONAMI

CONTRA 3

DIFFICULTY	THEME	MEGABITS
MODERATE	ACTION	8 MEG
LEVELS	**PLAYERS**	**AVAILABLE**
6	1 OR 2	JUNE

Contra 3 is a sequel to end all sequels! This version fully utilizes all the special effects in the Super NES! The Red Falcon's forces are wrecking havoc on your fair city! Pick up new weapons and blast away the alien invaders! Take on the bosses in ways never seen before! If the action gets too intense, have a friend join in to help you rid the city of these infestation aliens!

A truly spectacular game! To date, there hasn't been a better game which shows off the special effects that can be done on the Super NES. The game is challenging, but not impossible. The graphics are very detailed and the music is well above average. Leave it to Konami to set the standard which everybody else must try to meet.	9
Contra 3 is a visual and audio masterpiece. The graphics are among the best I've ever seen on a home sytem. The Bosses are animated through Mode 7 for incredible special effects. Rockin' tunes in awesome digital stereo and explosive sound effects are present. Best of all is the near perfect game play and three levels of difficulty!	9
WOW! Now this is what a sequel should be! All of the different animations of the characters, the explosions, the bosses, and expecially the rotaiting overhead scenes make this one of my faves! Though a bit on the easy side, the detail in this game makes it a winner! Any relation to the last level and "Aliens"?	9

GUY

DUDE

MIKE

NINTENDO

ZELDA 3

DIFFICULTY	THEME	MEGABITS
MODERATE	RPG	8 MEG
LEVELS	**PLAYERS**	**AVAILABLE**
N/A	1	MAY

Princess Zelda needs your help once again! Agahnim, the evil wizard, has cast a spell of darkness on Princess Zelda and the town of Hyrule! Travel through strange and mystical towns in search of clues to find him. Link must use his wits and muscle to overcome the forces of evil! He can learn powerful spells and collect enchanted items to overthrow the Wizard and save Zelda from certain doom!

It has been an unbearably long time since Zelda 2, but the wait was worth it. The quest is very long, yet it isn't too difficult for the younger player. The graphics have been substantially improved over the last game but not as good as one would expect from the S-NES. Still, it is worth buying but it's too easy for the experienced player.	9
This cart will not disappoint fans of the original. The graphics are very detailed, yet have a very simple and cartoon quality. The music is phenomenal and the sample strings and percussion will blow you away. The quest is without a doubt one of the most interesting and challenging on the Super NES. It is the best SNES RPG yet!	9
As one of the only RPG fanatics here, I thought this game has all the power to be one of the best RPGs on the 16-bit market! There is a huge quest, lots of enemies to kill, and (what I like most) there are little plots that form into a giant one! Not to mention TONS of little tid-bits and secret tricks around Hyrule! AWESOME!	9

RED = GRAPHICS and ANIMATION, GREEN = MUSIC and SOUND EFFECTS,
YELLOW = GAME PLAY, BLUE = LEVEL OF DIFFICULTY.

KONAMI

CASTLEVANIA IV

DIFFICULTY	THEME	MEGABITS
EASY	ACTION	8 MEG
LEVELS	**PLAYERS**	**AVAILABLE**
11	1	NOW

Simon Belmont is back in his greatest adventure yet! Once again, Simon has been called upon to rid the land of Dracula! Use your powerful whips, or one of the many special items you collect, to stop his minions before they can attack! Simon will travel through places like the Drac's library, the clock tower and a few smelly swamps! Don't worry, a password feature will help you in your quest.

GUY — 8

Konami is on a roll! Their Super NES line-up is going to be hard to top. Castelvania 4 does what all sequels should do - improve on everything! Graphics, special effects, music and challenge are all right up at the top of the chart. Another good reason why you should go out and buy a Super Nintendo. And the best is yet to come!

DUDE — 8

Simon's back! This is a great cart to own to show off the graphic and sound capabilities of the SNES. The game play is very good and there are a ton of levels. The only thing I miss is the ability to change into other characters like in Castlevania 3. All around this is a very impressive cart and definitely a blast to play through.

MIKE — 9

The original Castlevania was the cart that got me hooked on the NES. As my faith was slowly dropping in the Super NES, this game reinstilled my faith! Music is top notch - giving a sense of horror. The same power-ups as the original, and the flailing whip is welcome! I'm glad to see that they kept the traditional Reaper was kept in!

HUDSON SOFT.

SUPER ADVENTURE ISLAND

DIFFICULTY	THEME	MEGABITS
EASY	ACTION	8 MEG
LEVELS	**PLAYERS**	**AVAILABLE**
20	1	NOW

The evil Witch Doctor has kidnapped Master Higgins' true love! Only Master Higgins has the cunning and the skill to overpower the Witch Doctor's forces and save his girlfriend! Super Adventure Island is a long, fun quest with plenty of action throughout! The music soundtrack is composed by Yuzo Koshiro (Actraiser & Streets of Rage) and uses popular house beats. Go rescue your sweetie!

GUY — 9

Easily the best Adventure Island to date! With graphics that are very detailed and character animation that is smooth and well done, this cart is Hudson's best. It is fun for players of all ages and has a difficulty curve that doesn't get frustratingly hard. There are lots of hidden items and bonus rooms to keep you looking for hours.

DUDE — 8

Hudson hits hard with another Adventure Island cart. The graphics are colorful and the animation is superb. Watch for little details in the backgrounds like crashing waves and other effects. Great music with heavy base lines and sampled effects. The game play is very good but the difficulty is set too easy and the cart is over too soon.

MIKE — 8

I'll admit it, when I first heard of the cart being made - I was a bit sceptical. But when I played it, I was hooked instantly! The game play is just a simple concept, but the MUSIC! The music makes the game! My only complaint is the shortness of the game. I got to the last boss two quickly for my likings. Great effort Hudson!

ACCLAIM

SUPER SMASH T.V.

DIFFICULTY	THEME	MEGABITS
HARD	ACTION	8 MEG
LEVELS	**PLAYERS**	**AVAILABLE**
4	1 OR 2	NOW

Based on the "smash" arcade hit, Super Smash T.V. is making its debut on the Super NES! All of the levels are here, including those nasty Bosses like Mutoid Man and Scarface! One or two players can join for more fun! There is not even a hint of slowdown anywhere! Pick up more powerful weapons to stop your opponents before they get you! Super Smash T.V. is available in stores now!

GUY — 8

Wow, talk about fast games! Acclaim has taken a very intense arcade game and worked miracles with the slow S-NES to somehow kick the system into overdrive. Talk about flicker and slow-down... not here! Not for the average player as this puppy is hard! Finish the game and it goes even faster!

DUDE — 8

Smash TV is one of those games that proves the SNES can handle arcade quality action. There are tons of sprites on the screen and no slow down!!! The game play is very well done and the graphics are great. The graphics have been toned down and lose some of the intensity of the coin-op. Solid cart Dude.

MIKE — 9

All my friends know I like a stress-releaving game. Smash TV fits that category 'cause you can releave your stress on others! As a complete fan of the arcade, I find the Super NES version to almost handel and even play better than the arcade! A bit on the hard side, but the hidden rooms and the pleasure dome ad lots more!

RED = GRAPHICS and ANIMATION, GREEN = MUSIC and SOUND EFFECTS, YELLOW = GAME PLAY, BLUE = LEVEL OF DIFFICULTY.

SUNSOFT

LEMMINGS

DIFFICULTY	THEME	MEGABITS
HARD	PUZZLE	8 MEG
LEVELS	**PLAYERS**	**AVAILABLE**
125	1 OR 2	NOW

The little "brainless" lemmings are lost and they need you to help guide them home! You have eight "gifts" to give to your lemmings such as climbing, digging and building. If all else fails and you just cannot win a level, click on the nuke button and watch them all blow up! There are 125 challenging levels so this one will not be beaten in a day! Lemmings is available in stores now!

GUY — 8

While the lemmings may be brainless, don't expect the game to be a no brainer. Once you get into it, you will find that this cart becomes very addicting as you have to do the thinking for all of the little tikes. One wrong move and you will have 40+ dead rodents on your hands...and conscience. Amazingly devious!

DUDE — 7

Lemmings is one of those carts that you like or don't like the first time you play it. The graphics are nothing to shout about and there is slowdown even with such small sprites. The music is good but gets repetitive easily. The best thing about it is the game play. A fun and addictive game that most will enjoy. Nuk'em all!

MIKE — 7

As a fan of the original Amiga verson, I think many different improvements could have been made in this title. Not to be picky, but a better intro could bwe used, and some of the sounds were a bit graity. Though the game play is intact and the controls are better, But blowing up a 100 lemmings is not as fun with slow-down!

NATSUME

SPANKY'S QUEST

DIFFICULTY	THEME	MEGABITS
MODERATE	ACTION	4 MEG
LEVELS	**PLAYERS**	**AVAILABLE**
20	1	JUNE

Spanky was walking through the forest one day when all of a sudden, large bricks fell around it! It got confused and woke up in a fantasy world! An evil witch is taking over this world and Spanky is just the monkey to stop her! It must collect keys to travel to different rooms! Also, it has bubble power to stop any enemies that he may come across! Spanky's Quest is a great game for kids (of all ages)!

GUY — 7

Not every game is made for the die hard player. Sometimes the little kids (and parents) have to have fun. This is that type of game. No lightning quick reflexes needed here as the game is paced slower than normal. The bubble attack is an interesting concept and something which is easy to learn but still requires some technique.

DUDE — 6

Spanky is a cute game geared for younger audiences. The graphics are not spectacular but have a cartoon quality to them that will appeal to kids. The game play is very good and have plenty of technique. While it seems to be a kids game there is enough here to attract veterans who grew up on Bubble Bobble and Mario.

MIKE — 5

Hmmm, It is different! I'll give it that. Being somewhat similar to bubble bobble - this game has a lot of different qualities. The game is challenging, there are loads of levels. However, the game wears a bit thin after awhile. The bonus stages are a bit easy and the music gets a bit annoying at times. Cute animations is just about it.

SEIKA

THUNDER SPIRITS

DIFFICULTY	THEME	MEGABITS
HARD	SHOOTER	8 MEG
LEVELS	**PLAYERS**	**AVAILABLE**
8	1	SUMMER

Based on the popular Genesis title of Thunder Force III, Thunder Spirits is a great shooter! Choose from five potent weapons and the rotating claw! The weapons are changeable, so you can use the best one for a job! Thunder Spirits contains new levels not found in the Genesis title including one level from Thunder Force II! The bosses are huge and animate fluidly! Watch for this title!

GUY — 5

I don't know if I should be mad at the system or the programmers who tried to make this game. Forgetting about what was done on the 'other' system, this game has a tremendous amount of slowdown and a lot of screen flicker. At times, you get killed because the enemy's bullet is lost in the flicker. Could have been better.

DUDE — 5

Thunder Spirits is a disappointment. If I had never seen TF3 on the Genesis then this cart would be a decent shooter. It is plagued with slowdown and choppy game play. The bosses aren't nearly as tough and the weapons don't animate very well. The music is OK but the sound effects are poor. Sort of like sampled 2600 blips.

MIKE — 4

I'm sorry - but I expected more from this cart. The only thing this cart has good for it is that the sound effects reminds you of the good old days of the Atari 2600. There's bad animation, horrible play control, bad sound effects, just plain O.K. graphics, and is too dull for me! But if you can look past all that I guess it's pretty good.

RED = GRAPHICS and ANIMATION, GREEN = MUSIC and SOUND EFFECTS, YELLOW = GAME PLAY, BLUE = LEVEL OF DIFFICULTY.

IGS

THE ROCKETEER

DIFFICULTY	THEME	MEGABITS
HARD	ACTION	8 MEG
LEVELS	**PLAYERS**	**AVAILABLE**
5	1	MAY

Based on the movie of the same name, The Rocketeer puts you in the shoes of Cliff Seacord! In the beginning of the game, you must successfully race the Gee Bee in two races to qualify for use of the rocketpack! Once victorious, Cliff must fight off an evil group of warring terrorists determined to steal the rocketpack for their own evil-doings! The Rocketeer will be available by May.

GUY	
6	Nothing extraordinary here. While the digitized graphics are a nice touch, the game play is what makes or breaks the game. The control was less than perfect and this got me killed a couple of times in the game. The first level is strange, as flying around poles just doesn't get me too excited. Needs more action.
DUDE	Rocketeer is a game that will have to rely on it's title. The game is split into several different sections. There really isn't much to the game play. The scene that I like best is the hangar shootout that resembles Cadash. Other that that, I found this cart boring and too short. Cool cinema stills in between rounds do help.
MIKE	I loved the movie The Rocketeer, and as a sequel to this movie makes this cart more worth the buy. However, there are only four levels to this game - which makes it very short. Also, I found the first two levels to be quite useless to the game, just flying around poles. AWESOME graphics, but a tremendous lack of game play!

ASMIK

XARDION

DIFFICULTY	THEME	MEGABITS
MODERATE	ACT/ADV	8 MEG
LEVELS	**PLAYERS**	**AVAILABLE**
8	1	APRIL

In the Alpha 1 solar system, the inhabitants of three planets have been at war for three months. An enemy power source has emerged and your team of cyborgs must stop this power! You may choose from Triton, Alcedes and Panthera at any time! Each cyborg has unique abilities, as well! You can collect new weapons throughout the journey to build up your cyborg to tremendous proportions!

GUY	
7	This game, I believe, is going to be a sleeper. First impressions (very important) are not good, but only when you really get into the game do you realize how deep and involved this adventure cart really is. You're going to have to force yourself to keep going but if you do, you will find the effort well worth while. Slow to start but solid!
DUDE	Xardion has a lot of really cool ideas, but the game play is executed poorly and ruins the fun. The graphics and animation are very choppy and the sounds are not up to par with most 16-Bit titles. The ability to change into different robots is cool, but everthing else in the game is done at a substandard level and disappoints me.
MIKE	Well, a lot of people have been saying that this game is not that spectacular, I happen to agree! There is not enough originality to make this game worth while. The only thing that this game has for it is is the different characters. The movements and animation is choppy and the music is very dull. Good box art - bad game!

NINTENDO

SUPER SCOPE 6

DIFFICULTY	THEME	MEGABITS
MODERATE	SHOOTER	8 MEG
LEVELS	**PLAYERS**	**AVAILABLE**
6	1	NOW

From the success of the NES Zapper comes a new series of games involving the Super Scope 6! The menu is divided into two groups called Blastris and Lazer Blazer! In each category, there are three games like Mole Patrol, Intercept and Confront! You can even play a game of Blastris where you play a Tetris-type game - except it only moves sideways! Super Scope 6 is available in stores now!

GUY	
2	This is a gimmick! At least I could do different things with the light gun, but not this bazooka. The games are boring, repetitive and didn't hold my interest. Nintendo didn't support its light gun for long and what should players do with their Power Pad? I just don't trust Nintendo. Wait till more games come out.
DUDE	Super Scope 6 is a very cool idea for a peripheral. The gun is well built and easy to aim. The games it comes with are very boring, however. There are 3 warfare oriented games that will appeal to most. The problem is that they are extremely repetitive and offer little or no action. Maybe a 16-Bit Duck Hunt would be cool.
MIKE	To be quite honest, I feel that it is too early to tell how the quality of this product is going to be. It definitely has the potental, but then again so did the Zapper for the regular NES and look what happened to that. What I have seen has been good, if a Terminator 2 coin-op conversion came out it would be better. Just average so far.

RED = GRAPHICS and ANIMATION, GREEN = MUSIC and SOUND EFFECTS,
YELLOW = GAME PLAY, BLUE = LEVEL OF DIFFICULTY.

ENTER THE XARDION

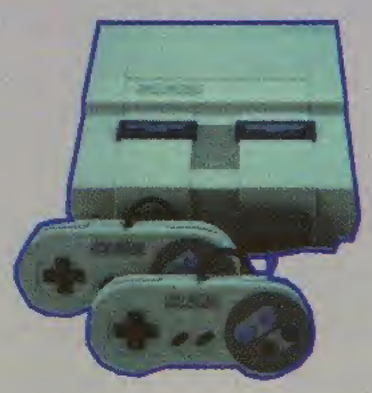
to win great prizes from Asmik!

METAL MANIAC SWEEPSTAKES

Think of the best name for this robot in the action packed game, Xardion! Although this robot is known as Panthera, we want you, the readers, to come up with the wildest, craziest and most downright outrageous name!

1 GRAND PRIZE!

Super NES with a library of five hot Asmik titles (including Xardion), plus a Xardion T-shirt and hat!



5 1st PRIZES!

Xardion and D-Force SNES Game Paks and a Xardion T-shirt and hat!

100 2nd PRIZES!

Xardion T-shirts!

250 3rd PRIZES!

Xardion posters!

To enter the contest, just do the following:

1) **Think of the best new name for Panthera in the new SNES hit, Xardion!**
2) **Write it down on a POSTCARD along with your name, address, age and phone number to:**

XARDION METAL MANIAC SWEEPSTAKES
C/O Electronic Gaming Monthly
1920 Highland Ave., Suite 222
Lombard, Illinois 60148

Winners will be announced in the June 1992 issue of EGM!

Contest Rules: All entries must be received by May 10, 1992. EGM or the judges are not responsible for lost or misdirected mail. One entry per person. No purchase necessary to enter. Prizes are not transferable. Illegible on incomplete entries are not eligible. Employees of Sendai Publishing Group, Inc. or Asmik Corporation of America and their affiliates are ineligible to enter. Asmik and Sendai reserves the right to cancel this promotion at any time with appropriate notice. Winners' names and prize information may be used by Asmik Corporation of America and Sendai Publishing Group, Inc. for any promotional or advertising purposes without further compensation. Value of prizes: Grand ($400.00), First ($125.00), Second ($5.00), Third ($.75).

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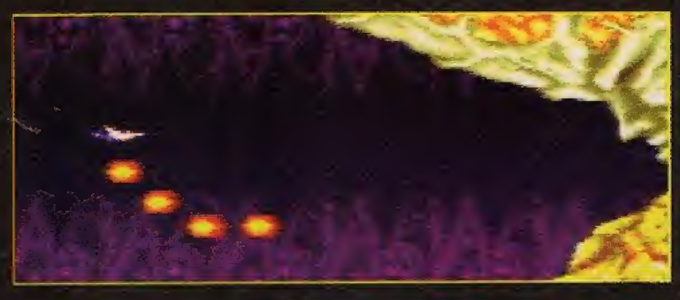
GAME OVER

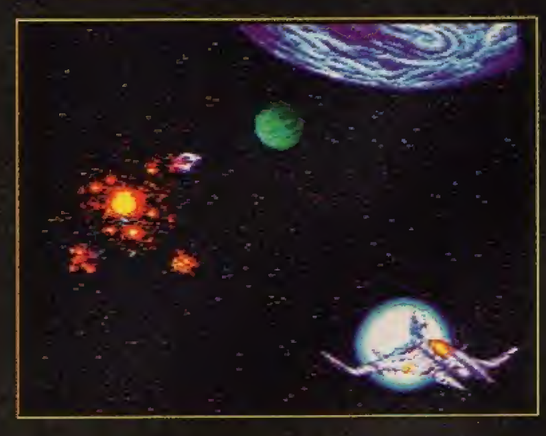


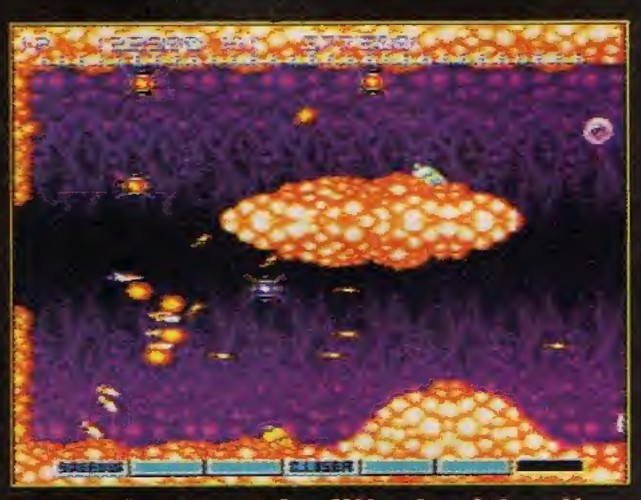
GRADIUS III

Peace in the Galaxy? NOT!!!

Gradius has experienced a problem. It has become invaded by the Bacterion Empire, a nasty virus that has wreaked havoc throughout the galaxy. In order to stop this, a starship has been built for you called the Vic Viper. Now it is time to rid Gradius and the universe of this terror.

If you successfully navigate your ship through the ten intense levels, then you will meet the final obstacle - the Bacterion Emperor himself. Can you defeat evil and restore peace to the galaxy? I hope so.





This level is filled with all kinds of hideous organisms.

Blast through the Bacterion tissue. Beware, it grows back!

What is this place? Keep your eyes peeled.

So he's the brains of the operation?!

Get out of the Bacterion base, or be atomized!

Try the next level of difficulty for an even better ending.

XARDION

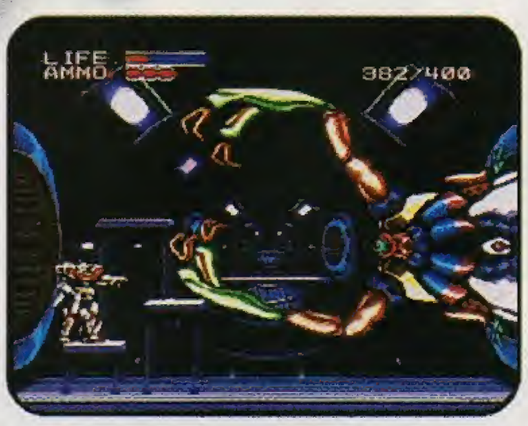
8 MEG Memory
Battery Backup

"***Great graphics and sound effects***, the game will definitely appeal to all types of gamers."
– ELECTRONIC GAMING MONTHLY

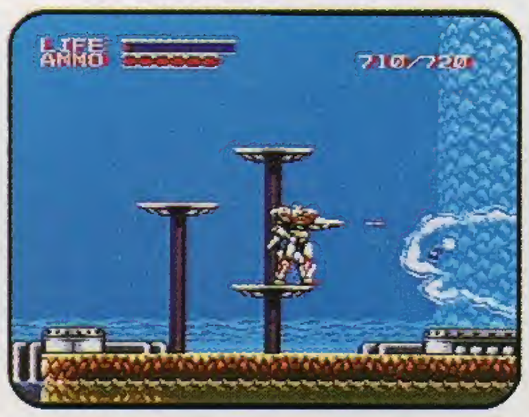
"The variety of stages, backgrounds and enemies was ***impressive*** as was the game music."
– NINTENDO POWER

"***Sizzling gameplay*** – Xardion brought back fond memories of Metroid!"
– GAME PRO MAGAZINE

Be the brains of four awesome Cyborgs through over 30 stages of play!



Uncover the secrets of a planet controlled by wacked-out super computers!



Experience multi-directional scrolling in radical 16-bit graphics!

Intense level of play, it's doubtful you'll finish Xardion in the near future!

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SUPER NINTENDO ENTERTAINMENT SYSTEM

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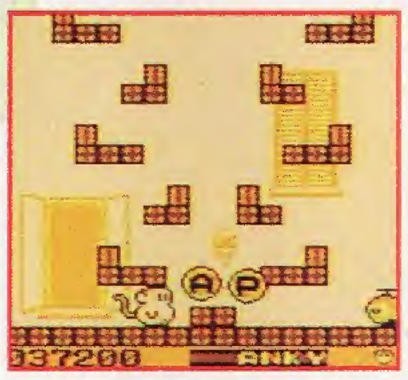
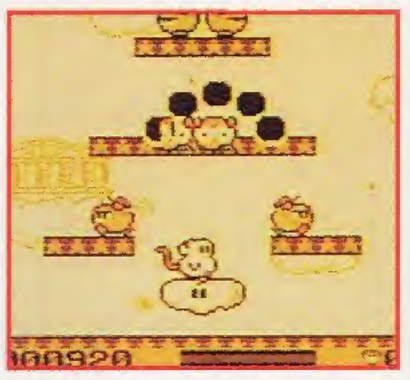
XARDION: Invading a store near you in April '92!

Look! These Are The Games We've Been Waiting For!





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